



THE BORDER KINGDOMS



CCC-GHC-BK3-09

Adventure Tier: 4

Optimized For: APL 18

Version: 1.1



A CONVERGENCE OF GODS

The area known as Godswalk Keep has been showing signs of activity. Are the Bloodreavers really working towards bringing back Garagos and restoring him to divine status? Only true heroes of the Border Kingdoms can stop them. This is a Tier 4 adventure optimized for APL 18, and is a stand alone adventure for the Border Kingdoms.

A Four-Hour Adventure for Characters of 17th – 20th Level



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WELCOME TO THE BORDER KINGDOMS!

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

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

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

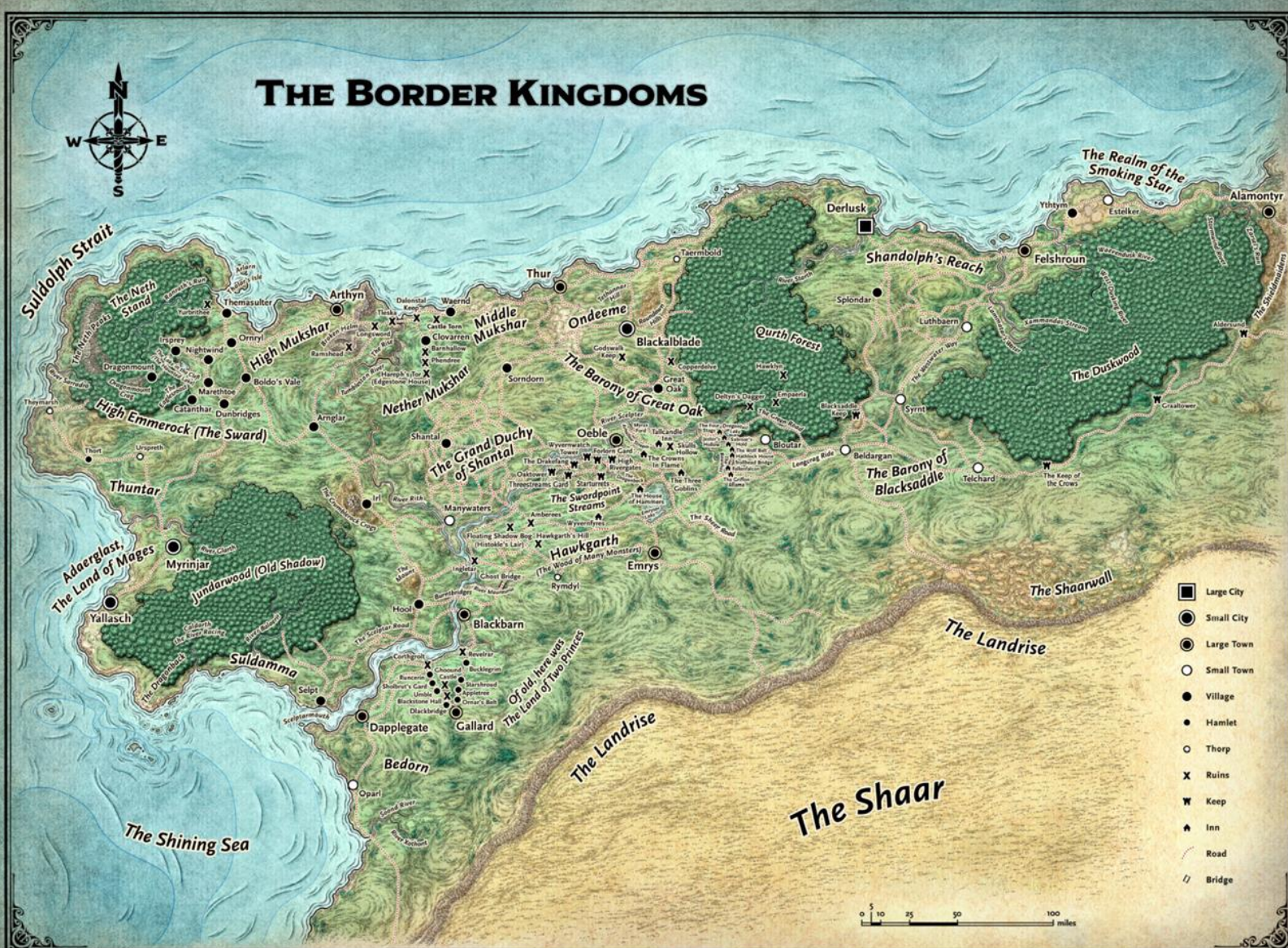
A NOTE ABOUT ENCOUNTER SCALING

This adventure is optimized for a party of five characters. When running an adventure at a large convention such as Gamehole, it is common to have seven players at a table, which has the potential to affect encounter balance.

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

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

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



ADVENTURE PRIMER

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

This adventure is designed for three to seven 17th – 20th-level characters and is optimized for five characters with an average party level (APL) of 18. Characters outside this level range cannot participate in this adventure.

The adventure is set in the Border Kingdoms, a tumultuous region of the Forgotten Realms on the southern shore of the Lake of Steam. During the adventure, the characters assist Elminster Aumar, Sage of Shadowvale, in hunting down rumors of a cult in the Border Kingdoms. During their investigation, the characters are lured into a deadly trap by a brilliant and mysterious shapeshifting bard only known as the Whispered Word. The Whispered Word sets a trap to resurrect Garagos, the Lord of War, and attempt to kill the characters as a final sacrifice to Garagos.

BACKGROUND

The **WHISPERED WORD**'s plan is nearly complete! They have distracted **MAGE ELAZTARA RYMDYL** with a twisted web of deceit, causing her to seek the aid of adventurers throughout the Border Kingdoms.

While Mage Rymdyl and her adventurers sought to resolve the machinations of the Whispered Word across the Border Kingdoms, the shapeshifting bard resurrected the **BLOODREAVERS**, a cult dedicated to **GARAGOS**, the Lord of War. Throughout this process, the Whispered Word painstakingly obsessed with the characters and followed their adventuring careers with great interests. They determined that the characters would serve as the final puzzle piece in their plan.

Now, the Whispered Word has leaked clues of their evil doing to an avowed scribe in Candlekeep and to **ELMINSTER AUMAR**, the Sage of Shadowvale, hoping this would lure the characters into a final trap and use them as a sacrifice to the god Garagos.

CONTENT WARNINGS – PLEASE READ

This adventure has the following content warnings: lies, violence, war, civilian casualties of war, gore, blood, occult rituals, suicide, and grim dark horror. Please reference appendix 12 for guidelines on modifying this adventure to ensure everyone at your table is informed of these content warnings and feels safe while playing this adventure.

OVERVIEW

The adventure's story is spread over three **episodes** that take approximately four hours to play. These episodes contain two **story objectives** and are introduced by a Call to Action episode.

- **Episode 1: A Game of Obvious Clue (Call to Action).** Elminster Aumar sends the characters to meet the proprietor of **MELDER'S DOOR** in the Underways. The characters uncover a dead cultist and an invitation to a game left by the Whispered Word. This is the adventure's **Call to Action**.
- **Episode 2: Forlorn Gard.** The characters arrive at **FORLORN GARD**, occupied by **BLOODREAVERS** who are expecting them. The characters must make their way through the stronghold in order to reach a portal to Godswalk Keep. This is **Story Objective A**.
- **Episode 3: Whispers of Godswalk Keep.** The characters arrive at **GODSWALK KEEP** and confront the **WHISPERED WORD**, the Bloodreavers, and **GARAGOS**. The gods **JERGAL** and **SHARESS** manifest, offering their aid to the characters in their fight against Garagos. This is **Story Objective B**.

ADVENTURE HOOKS

Elminster Aumar is gravely concerned about rumors in the Border Kingdoms regarding the rebirth of the Bloodreavers cult. Too busy to handle investigating this himself, he has contacted other powerful and capable adventurers throughout the Realms. Elminster either directly or indirectly contacts the characters and requests their aid.

- **Friend of the Sage.** Elminster Aumar directly contacts the characters, asking them to investigate rumors of the Bloodreavers cult rising in the Border Kingdoms.
- **Rymdyl's Champions.** Mage Elaztara Rymdyl recommends the characters to Elminster Aumar as heroes able to aid him to uncover the truth about rumors regarding the Bloodreavers cult.
- **Agents of the Zhentarim.** The characters received a letter from Elminster Aumar. The Zhentarim offer a valuable reward for any information obtained during this task on behalf of Elminster.

ADVENTURE FLOWCHART

This section should provide you, the DM, with a basic understanding of the flow of the adventure that your players take in reaching their stated objective.



EPISODE 1: A GAME OF OBVIOUS CLUE (CALL TO ACTION)

Estimated Duration: 30 minutes

Before beginning play, hand each player a copy of **appendix 1**, and ask each player to introduce their characters. After character introductions are completed, make note of the time you begin play, as events that occur in this adventure depend on how much time has elapsed in play. Read or paraphrase the following to start the adventure:

Elminster Aumar, Sage of Shadowdale, requested you travel to meet Zeebs, the neogi proprietor of Melder's Door, a small inn located in the Underways. The Underways, located beneath the large town of Oeble, is a twisted network of tunnels home to violent criminals and vile monstrosities.

Zeebs informed Elminster that he has information regarding strange, powerful items making their way into the hands of a nefarious cult in the region. Unable to make the journey himself, Elminster has asked you to meet Zeebs in his absence.

It is here, in front of Melder's Door, that your adventure begins. May Tymora bless you this day, for the fate of Toril now rests in your hands.

The characters begin this adventure just outside of **MELDER'S DOOR**, a small inn located in the Underways of the town of **OEBLE**. In front of Melder's Door is a burly bouncer named **REX** (neutral **minotaur**) who collects the 5 gp cover charge from patrons entering the inn. Rex instantly recognizes the characters, except those who might be in disguise, and treats them as celebrity heroes. Rex lets characters he recognizes into the inn without paying a cover charge. Characters Rex doesn't recognize must pay the 5 gp cover charge; if a character doesn't pay the cover charge, Rex threatens to "beat them up real nasty."

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. Zeebs flees Melder's Door if attacked by the characters. Rex valiantly tries to apprehend anyone engaged in combat.

Exploration. On the second floor, there is a guest sign-in book. The Bloodreavers recorded the names of the characters in the book. The names of the characters are in common. The Whispered Word wanted the Bloodreavers to write the names of the characters in the book before they digested poison to convey they were "expected guests."

Social. Zeebs is friendly towards characters with the Oeblar background as listed in *The Border Kingdoms* supplement (available on DMs Guild). He offers those with the Oeblar background disguises for 100 gp. These disguises can be anything within reason, including Bloodreaver disguises.

AREA INFORMATION

Melder's Door has the following features.

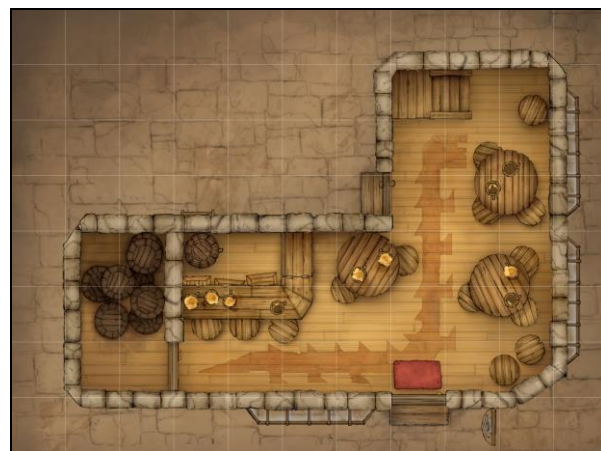
Lighting. Torches cast dim light throughout the passages of the Underways outside Melder's Door. Inside Melder's Door, lanterns hang on the walls casting bright light throughout the inn.

Ceilings, floors, and walls. Melder's Door is two stories tall. The ceiling and the walls are dank, gloomy stones, and the floor is glossy hardwood.

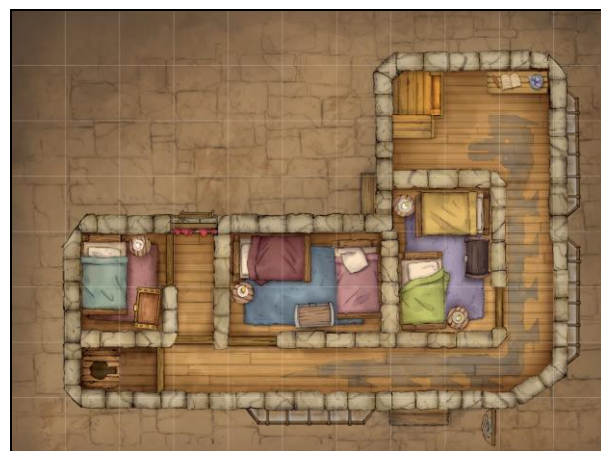
First floor – tavern area. There is a bar, seating area for patrons, and a storage room for casks of ale on the first floor.

Second floor – guest rooms. There are three guest rooms and a latrine on the second floor. Five dead Bloodreaver corpses occupy the three guest rooms.

Sounds and smells. Patrons are laughing at the bar and the air smells musty due to the condensation in the Underways.



First Floor of Melder's Door (1 square = 5 feet)



Second Floor of Melder's Door (1 square = 5 feet)

CREATURE/NPC INFORMATION

Rex provides security for Melder's Door. **ZEEBS** (neutral **neogi**), the proprietor of Melder's Door, is inside behind a bar counter. Zeebs is cranky and frets about everything, especially the lack of customers!

What Does Zeebs Know? Zeebs routinely provides Elminster with sensitive information and rumors from the Border Kingdoms. If the characters present their letter from Elminster, Zeebs goes out front and tells Rex not to let anyone enter Melder's Door until he tells him otherwise. Zeebs then begins to speak to the characters in a hushed voice.

Zeebs shares the following information with the party:

- The Bloodreavers, a long-forgotten cult in the Border Kingdoms that worshipped the now-slain god of slaughter, Garagos, are gaining strength.
- Rumor is, the Bloodreavers are collecting powerful artifacts for occult rituals.
- The Bloodreavers established a stronghold near Oeble. The exact whereabouts are unknown.
- By the grace of Tymora, several Bloodreavers are upstairs sleeping. They have been sleeping for the past twelve hours.

CORPSES UPSTAIRS

The corpses of five dead Bloodreavers are lying atop the beds of the three guest rooms on the second floor, one corpse per bed. The **WHISPERED WORD** sent these Bloodreavers to Melder's Door in an attempt to lure the characters into a trap. The Whispered Word is purposefully leaving clues for the characters to pursue.

AREA INFORMATION

Glyphs of Warding. Underneath each corpse is a hidden *glyph of warding*. Moving a corpse triggers the glyph underneath it. There is no way to see the glyph while it is underneath a corpse. However, spells such as *detect magic* work to detect the glyphs of warding.

When a glyph is triggered, it erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 (22) thunder damage on a failed saving throw, or half as much damage on a successful one. If this magical energy causes damage to a corpse, the glyph underneath that corpse triggers, causing a chain reaction.

Bloodreaver Corpses. A character who makes a successful DC 18 Intelligence (Medicine) check on a corpse reveals the poison known as midnight tears is the cause of death. Lack of marks of struggle on the body suggest the bloodreavers voluntarily digested the poison. Characters with the Oeblar background can use their "Poison Expert" feature to succeed this check automatically. This deadly poison kills individuals who consume it when the clock strikes midnight.

Clues in the Chests. Each chest in the guest rooms (total of 3 chests) contains a map of the Border Kingdoms and a note from the Whispered Word (see appendix 2) laying atop gold coins. Abjuration magic protects the map of the Border Kingdoms and the Whispered Word's note against destruction from anything other than a *wish* spell. The Whispered Word had one of the dead Bloodreavers write this note, if a spell such as *scrying* or similar magic is used on the note, the characters see the dead Bloodreaver.

The Whispered Word's note claims that removing a single gold piece from these chests triggers a powerful curse. That is a lie. The Whispered Word writes this to toy with the characters. The note also details the rules of a game, as described in the sidebar.

Underneath the gold in each chest is a phrase written in blood on the bottom of the chest that reads, "See you soon. – WW," along with a an hourglass that is counting down three hours. The three-hour countdown begins upon the start of the adventure so subtract the amount of minutes you have been playing to determine how much time is left in the hourglass. When time runs out in the hourglass, Garagos is summoned into the Realms!

THE WHISPERED WORD AND THEIR GAME

The Whispered Word is the main villain of the Border Kingdoms Season 3 storyline. They are a brilliant villainous shapeshifting bard luring the characters into a deadly trap. Throughout their life, the Whispered Word has closely followed the “heroics” of the characters and became obsessed as they watched the characters grow in power over the years. To fully appreciate this obsession, DM’s and players should consult the previous modules in this CCC series.

Throughout the adventure, the Whispered Word is calculating the characters’ every move and is always one step ahead. The Bloodreavers and the Whispered Word are not caught by surprise by the characters showing up; in fact, they are expecting it.

The Game. The Whispered Word’s note explain the rules of their game to the characters. The characters have three hours from the beginning of the adventure until the summoning of Garagos is complete. The Whispered Word needs to slay powerful beings, such as the characters, to permanently keep the summoned avatar of Garagos in this world. The Whispered Word is luring the characters into a trap to make them the final sacrifice!

Note to the DM. Let your players know that the hourglass represents real time, for every minute that passes in the real world (not in the game), a minute passes in the hour glass. Once that time runs out, Garagos is released into the Realms. They are literally racing against time! This is an important function to create a sense of urgency at the table.

What Do the Bloodreavers Know? Using *Speak with dead* on a corpse causes the Bloodreaver to share the following information with the characters. All Bloodreavers provide the same information. Remember, the Whispered Word and these Bloodreavers want to lure the characters along with these clues (the information in parenthesis below is for the DM only):

- Peace is for weak fools. (A Bloodreaver corpse begins and ends their conversation using this phrase. The Bloodreavers never reveal this phrase is a passcode. However, a character might infer this is a passcode and successfully use it in Episode 2 to deceive Bloodreavers.)
- The answers you seek are at **FORLORN GARD**.
- The Lord of War cometh. There is nothing you can do to stop the Bloodreavers from unleashing chaos onto the Border Kingdoms.
- The other Bloodreavers have vital information. (The Whispered Word told all the Bloodreavers that the others have vital information, so this statement is “true.” The Whispered Word simply wants the characters to waste spell slots and time seeking “vital” information that does not exist.)

TREASURE

Each chest on the second floor contains a map of the Border Kingdoms and a note from the Whispered Word (see appendix 2) laying atop gold coins. At the bottom of each chest is a human eyeball, a pair of elf ears, and an hourglass depicting the remaining time before Garagos returns.

DEVELOPMENT

This episode concludes when the characters travel to Forlorn Gard to complete story objective A, locating the Whispered Word’s portal to Godswalk Keep. If the characters follow the instructions on the Whispered Word’s note, they teleport to Forlorn Gard. Otherwise, Forlorn Gard is ten miles away (see “Speed” in chapter 8 of the *Player’s Handbook* for travel pace).

Proceed to **Episode 2: Forlorn Gard** to continue the adventure.

EPISODE 2: FORLORN GARD

Estimated Duration: 90 minutes

The characters begin this episode in area F2. Read or paraphrase the following to begin this episode:

The smell of manure wafts about this stable. Wailing cries for help linger in the air. Whatever awaits outside is undoubtedly ready for war.

The Bloodreavers recently seized **FORLORN GARD** after defeating the **FORLORN GAUNTLET ADVENTURING BAND** in a fierce battle. The Bloodreavers expect the characters to come; this is all part of the Whispered Words plan. The Bloodreavers within the stronghold are preparing for battle with the characters. The Bloodreavers kept members of the Forlorn Gauntlet Adventuring Band alive to use as human shields against the characters. The Bloodreavers believe this deters the characters from utilizing powerful area effect magic.

The Bloodreavers currently occupy Forlorn Gard believing their purpose is to die in battle with the

characters as a sign of their commitment to Garagos. The Whispered Word convinced the Bloodreavers that Garagos would repay their death in combat with splendid gifts in the afterlife. The Whispered Word created a portal in area F20 leading the Godswalk Keep.

AREA INFORMATION

The area has the following features.

Forlorn Gard. The stronghold is ransacked and ravaged after a fierce battle between the Bloodreavers and the Forlorn Gauntlet Adventuring Band. Bodies litter the blood-soaked battlefield.

Lighting. It is a bright sunny day.

Ceilings, floors, and walls. The outer stone walls of the stronghold are 20-feet high with four 40-feet high towers, one in each corner of the stronghold. The interior keeps floors are wood and stone.

Sounds. Forlorn Gauntlet Adventuring Band survivors scream in agony and fear, begging for mercy from the Bloodreavers.



Forlorn Gard (1 square = 5 feet)

STORY OBJECTIVE A

Discover the Whispered Word's portal to Godswalk Keep. The portal is located in **area F20**.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. The Bloodreavers are ready for combat and use prisoners as shields to deter the characters from using powerful magic or area effect spells.

Exploration. The Bloodreavers purposefully left moral traps for the characters. The more the characters explore, the more Forlorn Gauntlet Adventuring Band survivors they'll find and will need to either help or leave to die.

Social. Any attempt to converse with a Bloodreaver is a near-impossible task. The Bloodreavers have one mission, kill the characters.

CREATURE INFORMATION

A group of four Bloodreavers seized Forlorn Gard, occupying it to make their stand against the characters. The Bloodreavers and the Whispered Word want to slay all the characters to summon the avatar of Garagos into the Realms permanently. Killing the characters in the name of Garagos transfers immense power to the avatar of Garagos, and keeps him permanently summoned in the Realms.

The four Bloodreavers are a group of highly trained and skilled combatants comprised of two Bloodreaver **death knights**, a Bloodreaver Commander (use the **Githyanki Supreme Commander** statistics), and a **war priest**.

The Bloodreavers wear crimson and black armor, and the holy symbol of Garagos, which is composed of five arms joined at the shoulder, each clutching a scimitar. The Bloodreavers cover themselves in the blood of their enemies. Throughout this adventure, all Bloodreavers are entirely covered in blood. In addition, each Bloodreaver has one Forlorn Gauntlet Adventuring Band Survivor strapped to their chest and another one strapped to their back. If a character attacks a Bloodreaver and misses by five or more, the attack hits a survivor instead. Reference the sidebar below for instructions on where the Bloodreavers begin when this episode begins.

BLOODREAYER LOCATIONS IN FORLORN GARD.

The Bloodreavers are finishing their assault of Forlorn Gard. Roll 1d20 + 2 once for each Bloodreaver. The total rolled coincides with the locations in Forlorn Gard that one Bloodreaver starts in. For example, if you roll an 18 +2 for the death knight, the death knight starts in area F20. Repeat this process for each Bloodreaver until they are all placed in Forlorn Gard.

Forlorn Gauntlet Adventuring Band Survivors.

The Forlorn Gauntlet Adventuring Band survivors (use the **commoner** statistics) have gruesome wounds that prevent them from moving or taking actions. They can communicate, but mainly they scream in agony or beg the Bloodreavers to spare their lives. Each Bloodreaver has one of these survivors strapped to their chest and another strapped to their back.

The Bloodreavers make maximum use of the Forlorn Gauntlet Adventuring Band survivors. If a character wants to use area effect spells, they might be putting innocent lives at risk. This is a deterrent strategy utilized by the Bloodreavers to use the characters "heroism" against them. There is no mercy, mercy is for the weak!

THE BLOODREAYERS

The Bloodreavers are a militaristic cult of clerics and warriors dedicated to Garagos, the Lord of War. The Whispered Word reorganized the cult to help resummon Garagos back into the world. Once Garagos is resummoned, they plan on throwing the Border Kingdoms into a perpetual state of conflict, thereby providing an endless supply of souls to empower Garagos.

The Bloodreaver especially hate followers of Tempus. Long ago, Tempus defeated Garagos in battle, casting him down from his position as the God of War.

Tactics. If the characters enter Forlorn Gard and are spotted by the Bloodreavers, an alarm is raised. All Bloodreavers in Forlorn Gard act as a singular military unit to attack and defeat the characters.

The Bloodreavers are tactical military experts that have studied the characters using the Whispered Words documentation of the characters and their adventures. They know who is the most deadly character and seek to kill them first. If a character is unconscious, the Bloodreavers show no mercy, they slaughter them.

If a Bloodreaver drops to fewer than 1 hit points (triggered by their *death ward*, see the "Bloodreaver Modifications and Blessings" sidebar below) they *plane shift* to the Battle Garde (the Battle Garde is the planar location in which Garagos resides), where Garagos awaits his summoning. There, Garagos rejuvenates them to maximum hit points and prepares them for his summoning into the world. All Bloodreavers, return to the Border Kingdoms with Garagos when he is summoned. This tactic helps ensure the Bloodreavers are present in the final fight against the characters.

BLOODREAYER MODIFICATIONS AND BLESSINGS

The Bloodreavers have the following modifications and blessings. These modifications and blessings do not increase their challenge rating. The “Blessing of Garagos” mechanic below is important to the this adventure. The mechanic ensures the final battle in Episode 3 is challenging.

Monster Type. All Bloodreavers are Humanoid

Alignment. All Bloodreavers are Lawful evil

Alert Feat. All Bloodreavers have the “Alert” feat. As such, they gain the following:

- Bloodreavers gain a +5 bonus to initiative.
- Bloodreavers cannot be surprised while they are conscious.
- Other creatures do not gain advantage on attack rolls against Bloodreavers as a result of being unseen by Bloodreavers.

Blessing of Garagos. The Bloodreavers in Forlorn Gard bathed in the blood of their enemies. For that, and their years-long dedication, Gargos has bestowed upon them his blessing. The Blessing of Garagos does the following for the all Bloodreavers in Episode 2:

- Garagos casts *death ward* on the Bloodreavers, providing them a measure of protection from death. The first time a Bloodreaver would drop to 0 hit points as a result of taking damage, the Bloodreaver instead drops to 1 hit point, and is instantly teleported to the Battle Garde as if they used the spell *plane shift*. If *death ward* is still in effect when the Bloodreaver is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the *death ward*, and the spell ends.

What Do the Bloodreavers Know? The Bloodreavers have vast knowledge of the characters after reading the Whispered Word’s obsessive notes and details about each character and their many adventures.

If captured or interrogated, the Bloodreavers share the following information with the characters:

- The Whispered Word and Garagos await you at Godswalk Keep.
- You are fools! Soldiers march on Alamontyr this day! You must make a choice, stop the Whispered Word or allow hundreds of innocents to die (see “Battle of Alamontyr” sidebar).

ENTERING THE KEEP IN DISGUISE

If the characters use the Bloodreaver passcode, “Peace is for weak fools!” while wearing a Bloodreaver disguise, they can attempt to enter the Keep unnoticed. Disguises are potentially acquired in Episode 1 from either the dead Bloodreavers bodies or from Zeebs if a character has the Oeblar background.

When a Bloodreaver gets within 20 feet of a disguised character, the character must make a DC 20 Charisma (Deception) check. On a failure, the Bloodreavers begin to shout “To arms! They are here!” and then attack. On a success, the Bloodreavers order the character to prepare for the arrival of the characters.

BATTLE OF ALAMONTYR

The Whispered Word has convinced Baron Frostmire, a dragonborn paladin warlord looking to claim his own Border Kingdom, to lead one hundred knights on an attack against the large town of Alamontyr, which is roughly 400 miles northeast of Forlorn Gard. This attack coincides at the same time the characters are in Forlorn Gard. The characters have a chance to meet them on the battlefield and defeat them. This optional event gives high-level characters a moral dilemma and a challenging choice if they can gather this information from a Bloodreaver or other clues. It is also a means to split the party to challenge high-level players. High-level characters who can teleport vast distances can potentially complete this task designed as a simple group ability check. Additionally, characters can use the Whispered Word’s letter and say the words, “The loud whispers of war shatter the dreams of peace,” to teleport back to Forlorn Gard (see appendix 2 for the Whispered Word’s letter). This only works if the Whispered Word’s letter is with the characters at the Battle of Alamontyr.

To make a group ability check, each character participating in the event makes an ability check using the skill of their choice. If at least half the group succeeds, the whole group succeeds at defeating Baron Frostmire’s forces in the Battle of Alamontyr. Otherwise, they fail, and Baron Frostmire’s forces occupy Alamontyr resulting in the deaths of many innocent civilians.

Difficulty. This is a DC 30 group ability check. However, the DC is reduced by 5 for every character that participates in the check.

Epic Success. Zero failed ability check. The characters heroically defend Alamontyr. All participating characters gain inspiration!

Success. At least half the group succeeds their ability check and there is at least one failed ability check. After a hard-fought battle, the characters defeat Baron Frostmire’s forces and successfully defend Alamontyr! Nonetheless, the battle was bloody and violent, and participating characters take 28 (8d6) slashing damage from the battle.

Failure. At least half the group fails their ability check and there is at least one successful ability check. After a hard-fought battle, Baron Frostmire’s forces defeat the characters and occupy Alamontyr! The streets of Alamontyr run red with blood and participating characters take 42 (12d6) slashing damage from the battle and gain one level of exhaustion.

Epic Failure. Zero successful ability checks. The Bloodreavers lay waste to the forces of Alamontyr and occupy the town. All participating characters take 91 (26d6) slashing damage from the battle and gain two levels of exhaustion.

ADJUSTING THE ENCOUNTER

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

Very weak party: The **death knights** have 140 hit points, the Bloodreaver Commander (uses the **Githyanki Supreme Commander** statistics) has 130 hit points, and the **war priest** has 90 hit points.

Weak party: The **death knights** have 160 hit points, the Bloodreaver Commander (uses the **Githyanki Supreme Commander** statistics) has 150 hit points, and the **war priest** has 100 hit points.

Strong party: The **death knights** have 220 hit points, the Bloodreaver Commander (uses the **Githyanki Supreme Commander** statistics) has 230 hit points, and the **war priest** has 160 hit points.

Very strong party: The **death knights** have 247 hit points, the Bloodreaver Commander (uses the **Githyanki Supreme Commander** statistics) has 264 hit points, and the **war priest** has 180 hit points.

F1. FORLORN GARD ENTRANCE

The entrance gate doors to Forlorn Gard are battered in. The Bloodreavers used chains to tie a Forlorn Gauntlet Adventuring Band survivor (use the **commoner** statistics) to each of the two gate doors. The survivors wail in agony and are both missing the legs from battle wounds. If not helped, they bleed out and die after ten minutes.

F2. STABLES

These stables are empty except for a young human child named Connor (chaotic good human **commoner**) hiding under the hay piles. A character succeeding on a DC 15 Wisdom (Perception) check spots Connor's leg protruding from the hay pile. If Connor is discovered, he throws himself to the ground crying and shouting, "Don't kill me, don't kill me please!" A character can calm Connor down with a successful DC 12 Charisma (Persuasion) check. Once calm, he informs the characters that the Bloodreavers came out of nowhere and slaughtered everyone in Forlorn Gard, and tied his parents up inside the Keep.

He says he overheard Bloodreavers talking about a "gateway" in the map room. Connor knows the location of the map room (area F20). He also thinks there might be some survivors hiding in area F22 and is willing to lead the characters anywhere in the stronghold.

F3. STRONGHOLD TOWERS

There are four towers, one at each corner of the stronghold. While in the tower, a creature has three quarters cover (+5 bonus to AC and Dexterity saving throws) unless attacked from overhead.

F4. INNER WARD

Three Forlorn Gauntlet Adventuring Band survivors (use the **commoner** statistics) grovel in pools of their blood on the patio in front of the doors leading to area F9. If they spot the characters, they beg them for aid.

F5. WORKSHOP

This is a simple workshop for the stronghold. Tools lay atop the tables. A successful DC 12 Wisdom (Perception) check reveals a small toy pony on the floor underneath one of the workshop tables. A few stray strands of blonde hair remain on the toy. The hair belongs to Rosa, who is hiding in area F17.

TREASURE

A small toy pony.

F6. ARMORY

The armory of the Forlorn Gauntlet Adventuring Band with weapons that have the words, "Forlorn Gauntlet Adventuring Band" etched on them.

F7. TRAINING GROUNDS

A simple training area for the Forlorn Gauntlet Adventuring Band with archery targets and sword-fighting pells. The Bloodreavers tied eight Forlorn Gauntlet Adventuring Band survivors (use the **commoner** statistics) to each of the training objects.

F8. SHRINE OF TYMORA

This is a small shrine dedicated to Tymora. The Bloodreavers desecrated the shrine by placing a decapitated head on the altar of Tymora. Through divine intervention, Tymora, the goddess of fortune, speaks to the characters through the head when the characters enter the chapel. Tymora asks the characters to re-consecrate her shrine.

Consecrating the Shrine. Characters can consecrate the shrine using holy water and succeeding on a DC 15 Intelligence (Religion) check. Alternatively, a character can use the *hallow* spell to consecrate the shrine. If the characters consecrate the shrine, Tymora asks the characters to shout the phrase, "Fortune favors the bold!" Any character who shouts this phrase within one minute after consecrating the shrine gains Tymora's Boon of Luck.

Once the shrine is consecrated, and characters gain Tymora's Blessing, the head vanishes.

TYMORA'S BLESSING

A character that earns Tymora's Blessing can add a d10 roll to any ability check, attack roll, or saving throw they make. Once they use this blessing, they can't use it again.

Tymora's blessing fades at the conclusion of this adventure.

F9. GRAND HALL

There are six Forlorn Gauntlet Adventuring Band survivors (use the **commoner** statistics) strapped down with chains to chairs around the grand hall dining table. Two of these survivors are Connor's parents (as determined by the DM). If the characters rescue Connor's parents and reunite them with Connor, the characters gain Chauntea's Blessing.

CHAUNTEA'S BLESSING

Chauntea, the Great Mother, smiles upon seeing children reunited with their parents. Chauntea grants the characters inspiration for these acts of kindness. Additionally, Chauntea casts *Planar Ally* once for the party. Chauntea sends a celestial of the DMs choice to assist the characters until the conclusion of this adventure. All related expenses are covered by Chauntea. Chauntea's blessing and all its effects fade at the conclusion of this adventure.

Chauntea's Tattoo. As a symbol of thanks to heroic characters reuniting families, Chauntea offers to give the characters an illuminated magical tattoo on a body part of their choosing. The tattoo is a bussle of grain, the symbol of Chauntea.

F10. BARRACKS

Useless trinkets litter the floor of this ruined barracks. If a character searches the room and succeeds on a DC 15 Wisdom (Perception) check, they discover seven Forlorn Gauntlet Adventuring Band badges. If a character succeeds this check by five or more, they also find a *potion of heroism*.

TREASURE

A *potion of heroism* and seven Forlorn Gauntlet Adventuring Band badges (trinkets with no monetary value). The badges are iron, colored deep purple, and in the shape of a shield.

F11. KITCHEN

This kitchen looks like hell. Blood, body parts, and bad recipes litter the floor. If a character searches the kitchen and succeeds on a DC 15 Wisdom (Perception) check, they find a recipe in a glass bottle with a cork stopper. The recipe in the bottle reads, "Nurfenpurf's triple-stuffed bacon, potato, and omelet stew."

TREASURE

Not for resale. Permission granted to print or photocopy this document for personal use only.

Nurfenpurf's triple-stuffed bacon, potato, and omelet stew

F12. STOREROOM

Bags of potatoes, herbs, and grain are kept tidily on shelves in this room. There are also eight crates of preserved chicken gizzards.

F13. LATRINE

A rudimentary latrine. There is a dead human sitting on the latrine. The dead human has an arrow in their chest, pinning them as they sit lifeless atop the latrine. Underneath the dead human, inside the latrine, is an *elixir of health*.

TREASURE

There is an *elixir of health* inside the latrine.

F14. COMMON AREA

The Forlorn Gauntlet Adventuring Band uses this common area to relax. There is a strange gridded map on the circular table along with four carved wooden miniature figures.

TREASURE

Gridded map and four carved wooden miniature figures. The wooden figures resemble a cleric, wizard, fighter, and a rogue.

F15. OFFICERS QUARTERS

Four officers quarters, each with a slain Forlorn Gauntlet Adventuring Band member lying in a bed with a sword plunged through their chest. Bloodreavers killed them while they slept. There are locked chests in each room containing a gem-encrusted ceremonial sword used exclusively by members of the Forlorn Gauntlet Adventuring Band. A character unlocks the chest with a successful DC 18 Dexterity (thieves' tools) check.

F16. LADY DAZMRA PHELFLASK'S QUARTERS

These are the quarters of Lady Dazmra Phelflask, leader of the Forlorn Gauntlet Adventuring Band.

A note on the circular table in her room reveals that she and several other members of the Forlorn Gauntlet Adventuring Band ventured out on a quest several moons ago. The letter says she is returning in one week from today.

The chest in this room is locked and contains one week's worth of expenses for the Forlorn Gauntlet Adventuring Band members. A character unlocks the chest with a successful DC 18 Dexterity (thieves' tools) check.

F17. LATRINE

Blood stains the floor of this otherwise empty latrine. Characters with a passive Perception score of 14 or higher hear faint sobbing coming from underneath the toilet seat in the latrine. Underneath the toilet seat is a 5-foot drainage pit for human waste. Hiding inside, sobbing, is a young human child named Rosa. Fearing for her safety, Rosa's parents hid her there when the Bloodreavers attacked. A character that succeeds on a DC 15 Charisma (Persuasion) check can gain Rosa's trust and get her to come out of hiding. The characters automatically succeed on this check if they present Rosa with her toy pony from area F5.

The DM determines which two Forlorn Gauntlet Adventuring Band survivors in Forlorn Gard are Rosa's parents. Use this randomness to create dramatic events or impacts in their placement. If the characters rescue Rosa's parents and reunite them with Rosa, they gain Chauntea's Blessing (see the Chauntea's Blessing sidebar).

F18. WASHROOM

This washroom appears to be devoid of any signs of battle. Perfume bottles and lavender are on top of a shelf in this room. The water is warm to the touch, a sign that this must come from a warm water spring underground.

F19. STUDY

This study has multiple self-published books dedicated to the adventures of the Forlorn Gauntlet Adventuring Band. Also, there are many letters addressed to leaders throughout the Border Kingdoms. There are four specific letters of note, opened and on top of the desk as if fate itself wanted them found. These four letters contain a discourse between Brother Thorin Fireforge and Elminster Aumar (see appendix 3A – 3D for the letters).

ELMINSTER'S LETTERS

These letters are a means of conveying important "lore" to the characters. Use these letters to help immerse the players in the adventure and the world their characters live in.

TREASURE

Two letters written between Brother Thorin Fireforge and Elminster Aumar.

F20. MAP ROOM

The map room contains a large map of the Border Kingdoms in the center of the room on a wooden table. Atop the map is an open portal, leading to Godswalk Keep. Any creature that steps inside the

portal teleports to Godswalk Keep in Episode 3. There is no return portal on that side of the portal. The Whispered Word placed this portal here to lure the characters into their final trap.

Characters that examine the portal and succeed on a DC 23 Intelligence (Arcana) check determine this portal functions similarly to the *gate* spell. Except this portal does not teleport you to another plane of existence, it merely teleports you to another location in the Border Kingdoms.

F21. READING ROOM

Maps, books, and scrolls litter the floor of this reading room. The Forlorn Gauntlet Adventuring Band uses this room to research locations in the Border Kingdoms for their next quests. Additionally, this room has a secret door behind the bookcase on the south wall of the room.

Characters that search the room and succeed on a Wisdom (Perception) check of DC 20 hear muffled noises coming from behind the bookshelf against the southern wall of the room.

Characters that search the bookcase or south wall and succeed on a DC 18 Intelligence (Investigation) check uncover a blue book, that if pulled, serves as a lever to open up the secret door leading to area 22.

F22. SECRET ROOM - TREASURY

Three severely wounded Forlorn Gauntlet Adventuring Band survivors (use the **commoner** statistics), are hiding in this treasury. They lack any will to fight and plead for the characters to save them from the Bloodreavers.

This is also the location of the Forlorn Gauntlet Adventuring Band treasury. There are relics, art, gems, gold coins, and *oil of sharpness* in the locked chests of this room.

One of the wounded Forlorn Gauntlet Adventuring Band survivors in this room has a key to unlock the chests. Without a key, a character unlocks the chest with a successful DC 18 Dexterity (thieves' tools) check.

TREASURE

The Forlorn Gauntlet Adventuring Band survivors offer the characters one *oil of sharpness* as a sign of gratitude for saving them.

DEVELOPMENT

This episode concludes when the characters enter the portal leading to Godswalk Keep to complete story objective B, thwart the Whispered Word's plans. Proceed to **Episode 3: Whispers of Godswalk Keep** to continue the adventure.

EPISODE 3: WHISPERS OF GODSWALK KEEP

Estimated Duration: 120 minutes

The characters begin this episode 30 feet south of area G1. The portal from Forlorn Gard exits in front of the battlements of **GODSWALK KEEP** and the Bloodreavers are ready to attack! Read or paraphrase the following to begin this episode:

The massive stone battlements of the ruined fortress city of Godswalk Keep tower against the dark caverns above as Bloodreaver's occupy deadly ballistas in the towers.

Crackling magical energy shatters throughout the cavern as a dark, vile chanting grows louder over the Bloodreavers' screaming ravenous war chants of the glories of battle.

While the enemies here are weak, their mission is to stall the characters so the Whispered Word can complete the summoning of Garagos.

STORY OBJECTIVE B

Thwart the Whispered Word's plans.

NOTES FOR THE DM

This episode plays out over two combat encounters meant to challenge the players and their characters in high tier play. DMs are encouraged to cheer on their player's characters to succeed. It is strongly discouraged to treat this as an adversarial event between the DM and the players. Before continuing with this episode, speak with your players and inform them to expect a highly challenging scenario.

AREA INFORMATION

The area has the following features.

Godswalk Keep. Godswalk Keep is mostly underground after failed mining attempts caused much of it to collapse.

Godswalk Keep Entrance. There are two entrances that both lead to the inner sanctum of Godswalk Keep (marked G3 on the map). These entrances are made of adamantine, with AC 23, 100 hit points, damage threshold of 40, and immunity to poison and psychic damage. The entrances require a successful DC 25 Strength (Athletics) check to open.

Lighting. Dim light caused by swirling magical energy throughout the cavern.

Cavern features. The cavern expands upwards for 100 feet. There is a massive fissure beneath the bridge that drops two miles down into the Underdark.

Sounds. Magical energy causes a thunderous sound to reverberate throughout the cavern. Dark incantations and chanting echo about the cavern while Bloodreavers shout bloodcurdling war chants.

Walls. The stone walls of Godswalk Keep are 40-feet tall.

Towers. There are three towers, each 60-feet tall with arrow slits that provide three-quarters cover (+5 bonus to AC and Dexterity saving throws).

Barricades. There are nine wooden barricades with AC 15, and 27 hit points.

Magical Ballistas. There are ten magical ballistas fueled by ancient netherese magic, three each on the southernmost towers, and four on the northwest tower. The magical ballista make a ranged attack on initiative count 20 (losing initiative ties). Each ballista has AC 15, 50 hit points, and immunity to poison and psychic damage. All ballistas attack as one as a single ranged weapon. Attack: +12 to hit, range 120/480 ft., one target. Hit: 5 (1d10) force damage per magical ballista in the group. For example if there are 8 magical ballistas, roll one single ranged attack for the group, on a hit they deal 44 (8d10) force damage to the target.

Reverse Gravity. The entire cavern has a random *reverse gravity* effect. The DM can activate this effect at their discretion, or they can roll 1d6 at their discretion. On a roll of 4, 5, or 6, the *reverse gravity* effect activates. See the sidebar below for more information. The Bloodreavers are aware of this effect. They, and all their equipment, are attached to 5-foot chains so that they do not "fall" when the gravity reverses. Flying characters are not affected by reverse gravity.

REVERSE GRAVITY AND MAGICAL BALLISTAS!

As stated in Elminster's letter to Brother Fireforge (see appendix 3D), the entirety of this cavern has a random *reverse gravity* effect, which usually lasts 6 seconds (1 combat round). All creatures and objects that aren't somehow anchored to the ground in the area fall upward 100 feet. A creature that succeeds on a DC 15 Dexterity saving throw can grab onto a fixed object it can reach, thus avoiding the fall.

If some solid object (such as the cavern ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration (6 seconds).

At the end of 6 seconds, affected objects and creatures fall back down.

Magical ballistas. These magical ballistas are magically altered to protect the Bloodreavers and magically operate on their own. The moment the characters present themselves as enemies of the Bloodreavers, or when the Bloodreavers are attacked, are examples of when the magical ballistas attack the characters until they are destroyed or the characters are dead.

BLOODREAPER'S FINAL STAND

Combat begins as soon as the Bloodreavers spot the characters. If the characters are visible, the Bloodreavers atop the towers spot them and sound the alarm to their presence. The battle begins!

CREATURE INFORMATION

Two brave Bloodreaver **knights** stand on the bridge and openly challenge the characters to single combat, to the death! If you want to take a humorous approach to this encounter, consider using the [Black Knight bridge scene](#) from the movie, *Monty Python and the Holy Grail*, as inspiration.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. The Bloodreavers are ready for combat and know they are likely going to die. All they hope to do is delay the characters. They might challenge the characters to one-on-one combat to slow down the characters.

Exploration. If anyone falls in the fissure below the bridge, they plummet two miles into the Underdark, to their death.

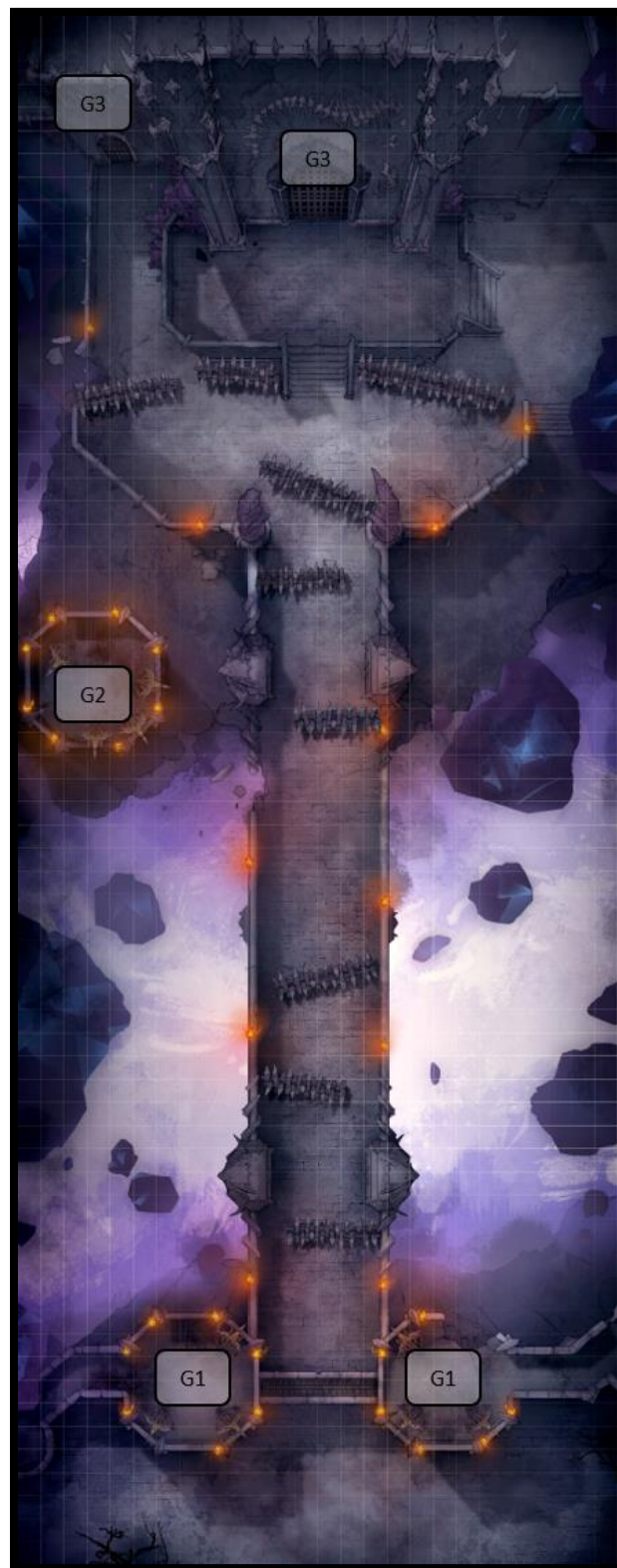
Social. The Bloodreavers only engage in conversation if it relates to fighting one-on-one in a fight to the death. Before fighting to the death, the Bloodreavers try to implement complex and archaic rules for combat to delay their inevitable demise. Some examples of these rules include: fighting with eyes closed while hopping on one foot whilst eating a rabbit leg, or using butter to grip your weapon while singing a hymn in honor of the beloved township of Phandalin.

What Do the Bloodreavers Know? The Bloodreavers know their purpose is to delay the characters for as long as possible. The more time they buy the Whispered Word, the more likely it is the Whispered Word shows up with Garagos to slaughter the characters. The Bloodreavers attached themselves to the bridge with 5-foot chains bolted into the ground. They did this so that when the gravity reverses, they are unaffected.

Converting the Bloodreavers. Characters that make a compelling case and succeed on a DC 20 Charisma (Persuasion) check or a DC 20 Charisma or Strength (Intimidation) check convince the Bloodreavers to give up their cause. These Bloodreavers respect power which grants advantage on all Charisma or Strength (Intimidation) checks made against them.

DEVELOPMENT

The entrances to Godswalk Keep mysteriously opens when the characters defeat the Bloodreavers.



Godswalk Keep (1 square = 5 feet)

CONFRONTING THE WHISPERED WORD

Once through the entrance, the characters arrive at the **INNER SANCTUM**. This is where the characters face the Whispered Word, Garagos, and any remaining Bloodreavers. The Whispered Word painstakingly planned every move the characters would take to bring them to this moment.

Unbeknownst to the characters, the **WHISPERED WORD** has taken on the form of Elminster Aumar, the Sage of Shadowvale.

Read or paraphrase the following to begin:

Elminster Aumar stands next to a throne overlooking the inner sanctum. He points his staff at the summoning circle as he reads from his tome, "Garagos! Lord of War, I summon thee from the Battle Garde!"

If the Whispered Word sees the characters, add the following:

Elminster eyes glare towards you as he shouts, "Die you fools!" His skin shreds into a thousand pieces as he transforms into a gargantuan ferocious dragon!

Combat immediately begins when an enemy sees the characters.

AREA INFORMATION

The area has the following features.

Inner Sanctum. The inner sanctum is overlooked by statues of heroes long passed, and a single throne.

Summoning Circle. A massive summoning circle occupies the center of the inner sanctum.

Ceiling. The ceiling is 100 feet high.

Lighting. The summoning circle casts bright light throughout the inner sanctum.

Sounds. The voice of the Whispered Word echoes throughout this sanctum as they whisper the failings of the characters over their many adventures.

Reverse Gravity. The entire inner sanctum has a random *reverse gravity* effect. The DM can activate this effect at their discretion, or they can roll 1d6 at their discretion. On a roll of 4, 5, or 6, the *reverse gravity* effect activates. See the sidebar above for more information. The Whispered Word is aware of this effect. Flying characters are not affected by reverse gravity.

Whispered Word's Lair Actions. On initiative count 20 (losing initiative ties), the Whispered Word takes a lair action to cause one of the following effects:

- A strong wind blows around the dragon. Each creature within 60 feet of the dragon must succeed on a DC 15 Strength saving throw or be pushed 15 feet away from the dragon and knocked

prone. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

- A cloud of sand swirls about in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The cloud spreads around corners. Each creature in it must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Inner Sanctum (1 square = 5 feet)

CREATURE INFORMATION

The Whispered Word (use the **ancient brass dragon** statistics) initially appears as Elminster Aumar. They revert into their dragon form before combat begins or at the DM's discretion. The Whispered Word is not truly a dragon, this stat block is used to showcase the Whispered Word's ability to shapeshift into powerful creatures at will.

Whether or not Garagos (use the **Bel** statistics) and any Bloodreavers (the stat blocks of the Bloodreavers that escaped to the Battle Garde in Episode 2) are present depends on the amount of game time that has passed.

What Does the Whispered Word Know? The Whispered Word knows that killing the characters makes Garagos immensely powerful and permanently summons him into the Realms. Once Garagos gains his full strength and after the characters are slain, the Whispered Word and the Bloodreavers will wage war across the Border Kingdoms with Garagos at their side. Garagos wants to encourage the realms of the Border Kingdoms to fight each other as a way to create an "everlasting war" to fuel his insatiable appetite for death and destruction.

THE WHISPERED WORD AND GARAGOS

The following lore and stat block modifications on the Whispered Word and Garagos are used for this encounter. In Adventurer's League, modules can only contain officially published stat blocks. It is important for DM's to recognize that the stat blocks used for the Whispered Word and Garagos only represent the mechanical actions of those characters. Their descriptions and appearance need to be described accordingly to set the appropriate tone and mood.

The Whispered Word. The Whispered Word's true identity and form is a mystery. There are some who believe the Whispered Word might be a child of Cyric, the Prince of Lies, others believe they are a dark manifestation brought into the Realms to counteract the heroic deeds of the characters. Whatever the case is, there is no known method of witnessing their true form.

The Whispered Word is obsessed with the characters and has studied their entire adventuring careers. They are obsessed with the characters because they are jealous of their power, glory, and success. They want to slay the characters as the ultimate sacrifice to Garagos. Sacrificing such powerful characters empowers Garagos and permanently keeps his avatar in the Realms so the Whispered Word and Garagos can see an eternal war ravage the Border Kingdoms.

Whispered Word Stat Block Modifications. The Whispered Word's creature type is humanoid instead of dragon. And their alignment is chaotic evil.

Garagos. Garagos is the Lord of War, defeated in battle by Tempus, the Lord of Battles. In his anger, Garagos has become a mindless killing machine, seeking blood and death on the battlefield above all else. If allowed to remain in the Realms, Garagos is sure to lead the Bloodreavers to forment war and chaos throughout the Border Kingdoms and beyond. Garagos appears as a muscular humanoid male with flowing jet black hair and six arms, each wielding a sword. He is clad in ornate black plate armor.

Garagos Stat Block Modifications. Garagos's size is Gargantuan.

Any **ice devils** summoned by Garagos appear as Bloodreavers he is summoning from the Battle Garde. They appear as humanoids of the DMs choice, wearing black armor with crimson capes.

Enemy Tactics. The enemies know everything about the characters due to the Whispered Words obsession with the characters over their adventuring career. They seek to kill the most dangerous character first, if a character is knocked unconscious, they all target that character in an attempt to kill them. The Whispered Word attempts to escape with their life if the battle appears to be going against their favor.

ADJUSTING THE ENCOUNTER

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

Very weak party: The Whispered Word has 250 hit points and Garagos has 280 hit points.

Weak party: The Whispered Word has 270 hit points and Garagos has 303 hit points.

Strong party: The Whispered Word has 370 hit points and Garagos has 425 hit points.

Very strong party: The Whispered Word has 459 hit points and Garagos has 486 hit points.

Three hours of game time has passed. The Whispered Word, Garagos, and any Bloodreavers that used *plane shift* to the Battle Garde are waiting for the characters, ready for combat. Garagos summons **ice devils** as often as he can to ensure he has a superior combat advantage!

Three hours of game time has not passed. The Whispered Word is attempting to summon Garagos and the Bloodreavers that used *plane shift* in Episode 2. The characters have a chance to halt the summoning if they kill the Whispered Word. Reference the below sidebar for more information and how to make this encounter challenging and rewarding for combat optimized parties.

HALTING THE FULL SUMMONING

If the characters arrive before Garagos is summoned and kill the Whispered Word or use magic to used to prevent the summoning, Garagos uses his god-like powers to summon himself into the Realms temporarily to attack the characters. He only lasts for 1d6 + 1 rounds of combat before perishing back into the Battle Garde. However, no Bloodreavers appear with him.

Halting the Full Summoning for combat optimized parties.

For groups that enjoy a tough combat challenge there is one alternate ending that might appeal to them if they arrive before three hours of game time has passed. If you believe your group is up for the challenge, Elminster contacts the characters using powerful telepathy. Elminster informs the characters that he can magically alter the summoning ritual, and that this brings Garagos and his minions into the world. However, if the characters kill Garagos and his minions it creates a 100-year magical seal that prevents Garagos from ever being summoned into this part of the world. Lastly, any characters that accept this challenge and complete it are offered a permanent magical colorful glowing tatoo of their choice on any part of their body that comes to life and depicts the epic events that took place during this battle.

MEETING OF THE THREE

The Meeting of the Three occurs after Garagos is summoned and at the DMs discretion. It is best to implement this at a cinematic moment during the final combat.

Read or paraphrase the following to begin the Meeting of the Three:

The fabric of reality rips open into another plane of existence. For a moment, time ceases to exist, two figures walk through from this tear in reality. The first is a slender black hooded figure with three sets of arms, slate gray skin, and sharp fangs. The second, a striking female humanoid with the head of a cat and the body of a human woman.

Jergal, the Forgotten One and Sharess, the Dancing Lady, both appear. These two deities converse with the characters and offer them their assistance by offering to make two characters their champions. The deities explain what powers they grant their champions as described below in “Champion of Jergal” and “Champion of Sharess.”

A character that voluntarily swears allegiance to a god becomes their champion, however, there can only be one champion per deity. If two or more characters want to become a champion, the champion is the character who makes the highest Intelligence (Religion) check to appeal to the gods.

The moment champions are declared or the characters decline to become champions, time resumes as normal. Any attempt to attack or harm other creatures also resumes time.

JERGAL AND SHARESS

The following lore may help DMs during this encounter:

Jergal. Jergal is seen as an uncaring custodian of the dead. He is thought to record the passing of the living and to aid Kelemvor in seeing that souls are properly bound to their appropriate afterlife. Jergal has three sets of arms, slate gray skin, sharp fangs, and wears a black hooded cloak. Jergal sardonically tells the characters he just might call on their aid sometime for offering his assistance here.

Sharess. Sharess is the goddess of hedonism, and appears as a striking female humanoid with the head of a cat and the body of a human woman. Mortals in her presence feel full of life, excitement, and wonder. She purrs when she talks, and in return for her assistance she only asks that the characters think of her often and make offerings to her accordingly.

Champion of Jergal. Jergal imbues one of the characters with his essence. For 1 minute, the character is immune to damage from Garagos, and the Garagos is immune to damage from the character.

Champion of Sharess. Sharess imbues one of the characters with her essence. For 1 minute, the character can only target Garagos with their attacks and spells, and Garagos can only target the character

with his attacks and spells (for area effect spells, the Champion only needs to be within the effected area and not in the center of the spell's area).

Additionally, during this minute, the character grows beautiful feathered wings granting the character a flying speed equal to their walking speed. When the Champion of Sharess dies, this effect instantly ends and Garagos is able to normally target any character of his choice.

The Howling. After any of the characters become a champion, time resumes as normal and Garagos lets out an earth-shattering scream of rage. Garagos unleashes his power and blasts up to ten creatures of his choice that you can see within 100-feet.

Each target must make a DC 23 Constitution saving throw. On a failed save, a target takes 14d6 (49) thunder damage and is deafened for one minute. On a successful save, a target takes half as much damage and is not deafened. If a target is killed by this damage, its head explodes, assuming it has one.

A deafened target can make a Constitution saving throw DC 23 at the end of each of its turns. On a successful save, the deafened condition ends.

CONCLUDING THE ADVENTURE

If the characters are victorious in defeating Garagos, the real Elminster Aumar appears with Mage Elaztara Rymdyl. They thank the characters for saving the Border Kingdoms from certain doom, and invite them to join them for a meal so that they may share their stories of adventure!

If the characters are all killed, narrate a scene of the the Whispered Word smiling as they sit upon Mage Elaztara Rymdyl's tower with her decapitated head at their feet. In the distance, Garagos leads a massive army of Bloodreavers. War has befallen the Border Kingdoms!

In either outcome, proceed to **Adventure Rewards** to wrap up the session.

WHAT HAPPENS TO FORLORN GARD?

The future of Forlorn Gard is dependent on if the characters helped save the Forlorn Gauntlet Adventuring Band Survivors in Episode 2. DMs are encouraged to expand upon these endings to give heroic and good aligned parties a sense of accomplishment and satisfaction with their actions in Forlorn Gard.

Survivors Saved. The survivors reestablish Forlorn Gard and provide much needed stability and security within their region of the Border Kingdoms. The Border Kingdoms are more safe because the characters acted heroically.

Survivors Not Saved. Forlorn Gard becomes an abandoned ruin for monsters, bandits, and other nefarious creatures. The Border Kingdoms are less safe because the characters failed to act.

ADVENTURE REWARDS

Upon completing the adventure, the characters receive rewards based upon their accomplishments.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

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

GOLD

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

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

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 10**:

- *Elixir of health*
- *Potion of heroism*
- *Oil of sharpness*
- *Tome of the Stilled Tongue*

DUNGEON MASTER REWARDS

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

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

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

DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure.

NPCs

Rex (rex). Rex is the bouncer for Melder's door. Quiet, professional, and always on the lookout for trouble.

- **What They Want.** Rex is saving up to send his children to school in Waterdeep. He dreams of opening up his own bakery and serving delicious Thayian quiches.
- **Silent but Deadly.** Rex hardly ever speaks. Over years of learning to be quiet, he's mastered the ability to shoot out silent flatulence. If you upset him, beware, you won't hear if coming...but you'll smell it!

Zeebs (ZEE-bs). Zeebs is a cantankerous and business savvy neogi. He has owned Melder's Door for over a decade and keeper of many secrets. He has dirt on everyone, even the characters, just ask!

- **What They Want.** Zeebs wants to make money and continue to be seen as a trusted keeper of secrets. He expects the characters and does anything he can to ensure they tell Elminster what a nice fellow he is!
- **Savvy and Slick.** Zeebs can sell a half eaten bat to a noble. He knows the right things to say to get people to trust him.

Connor (CON-or). Connor is a young human child that enjoys playing with toys and seeking adventure in the wilderness. He witnessed the Bloodreavers assault Forlorn Gard and fears for his families safety.

- **What They Want.** Connor wants to save his family and friends from the evil wrath of the Bloodreavers.
- **Brave but Scared.** Connor is scared that the Bloodreavers will hurt him. However, he is brave and willing to accompany the characters on a quest to retake Forlorn Gard from the Bloodreavers!

The Whispered Word. There are few creatures in the Forgotten Realms as mysterious and conniving as the Whispered Word. Their true form is unknown to anyone, perhaps even to themselves since they've spent their life changing shapes and appearances to avoid recognition.

- **What They Want.** The Whispered Word wants to lure the characters to Godswalk Keep and slay them as a sacrifice for Garagos. They believe that killing such powerful beings, such as the characters, ensures Garagos grows in power and is able to remain in the Realms once summoned. Also, they want to summon Garagos into the Border Kingdoms to bring an eternal state of war to the region and thus empower Garagos to become more powerful than ever before.
- **No Fool.** The Whispered Word has followed the adventuring careers of the characters and knows everything about them. Their weaknesses, their strengths, their magical equipment, there is likely nothing they do not know about the characters. This also means they recognize when it's time to flee and live to fight another day, they recognize dying is a fools errand which they do not intend to carry out.

Garagos. Garagos is the Lord of War, defeated in battle by Tempus, the Lord of Battles. In his anger, Garagos has become a mindless killing machine, seeking blood and death on the battlefield above all else.

- **What They Want.** Garagos desires to lead the Bloodreavers on a march across the Border Kingdoms to create endless war and chaos throughout the Border Kingdoms and beyond. No amount of violence or war can quench his desire for bloodshed.
- **A Shell of Themselves.** Garagos has changed over the centuries following his defeat at the hands of Tempest. He is now ruled by his own bloodlust and desire for war. The once calculating Lord of War is no more, there is only a violent monstrosity that remains.

CREATURE STATISTICS

ANCIENT BRASS DRAGON (WHISPERED WORD)

Gargantuan dragon, chaotic good

Armor Class 20 (Natural Armor)

Hit Points 297 (17d20 + 119)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws DEX +6, CON +13, WIS +8, CHA +10

Skills History +9, Perception +14, Persuasion +10, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages common, draconic

Challenge 20 (25,000 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Fire Breath. The dragon exhales fire in an 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It

reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WHISPERED WORD STAT BLOCK MODIFICATIONS

The Whispered Word's creature type is humanoid instead of dragon and their alignment is chaotic evil.

BEL (GARAGOS)

Large fiend (devil), lawful evil

Armor Class 19 (Natural Armor)

Hit Points 364 (27d10 + 216)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	26 (+8)	25 (+7)	19 (+4)	26 (+8)

Saving Throws DEX +10, CON +16, WIS +12

Skills Arcana + 14, Insight + 11, Deception + 15, Persuasion + 15

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 23

Languages common, infernal, telepathy, 120 ft.

Challenge 25 (75,000 XP)

Fear Aura. Any creature hostile to Bel that starts its turn within 20 feet of him must make a DC 23 Wisdom saving throw, unless Bel is incapacitated. Unless the save succeeds, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Bel's Fear Aura for the next 24 hours.

Innate Spellcasting. Bel's spellcasting ability is Charisma (spell save DC 23). Bel can innately cast the following spells, requiring no material components:

At will: *detect magic*, *fireball*

3/day each: *dispel magic*, *hold monster*, *mirror image*, *mislead*, *raise dead*, *teleport*, *wall of fire*

1/day each: *imprisonment*, *meteor swarm*

Legendary Resistance (3/Day). If Bel fails a saving throw, he can choose to succeed instead.

Magic Resistance. Bel has advantage on saving throws against spells and other magical effects.

Magic Weapons. Bel's weapon attacks are magical.

ACTIONS

Multiattack. Bel makes three attacks: two with his greatsword and one with his tail.

Greatsword. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. Hit: 23 (4d6 + 9) slashing damage plus 21 (6d6) fire damage. If the target is a flammable object that is not being held or worn, it catches fire.

Tail. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. Hit: 25 (3d10 + 9) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Constitution saving throw or be stunned until the end of its next turn.

LEGENDARY ACTIONS

Bel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another

creature's turn. Bel regains spent legendary actions at the start of his turn.

Fireball. Bel casts *fireball*.

Tactical Edge (Costs 2 Actions). Roll a d6 for Bel. The number rolled on the die is subtracted from the next attack roll made against Bel or an ally of his choice within the next minute.

Summon Ice Devil (Costs 3 Actions). Bel magically summons an ice devil with an ice spear (as described in the ice devil's entry in the Monster Manual). The ice devil appears in an unoccupied space within 60 feet of Bel, acts as Bel's ally, and can summon other devils if it has such power. The ice devil remains until Bel dies or until he dismisses it as an action.

GARAGOS STAT BLOCK MODIFICATIONS

Garagos's size is Gargantuan.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any two languages

Challenge 0 (10 XP)

ACTIONS

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

DEATH KNIGHT(BLOODREAPER DEATH KNIGHT)

Medium undead, chaotic evil

Armor Class 20 (plate, shield)

Hit Points 180 (19d8 + 95)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Saving Throws DEX +6, WIS +9, CHA +10

Damage Resistances poison, necrotic

Senses darkvision 120 ft., Passive Perception 18

Languages abyssal, common

Challenge 17 (18,000 XP)

Magic Resistance. The death knight has advantage on saving throws against spells and other magical effects.

Marshal Undead. Magic Resistance. The death knight has advantage on saving throws against spells and other magical effects.

Spellcasting. The death knight is a 19th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

At will: *detect magic, detect thoughts, invisibility* (self only), *mage hand, major image*

1st level (4 slots): *fear, fireball, fly, tongues*

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

3rd level (3 slots): *dispel magic, elemental weapon*

4th level (3 slots): *banishment, staggering smite*

5th level (2 slots): *destructive wave* (necrotic)

ACTIONS

Multiattack. The death knight makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 18 (4d8) necrotic damage.

Hellfire Orb (1/day). The death knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. The death knight adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.

BLOODREAPER STAT BLOCK MODIFICATIONS AND BLESSINGS

The Bloodreavers have the following modifications and blessings. These modifications and blessings do not increase their challenge rating.

Monster Type. All Bloodreavers are Humanoid

Alignment. All Bloodreavers are Lawful evil

Alert Feat. All Bloodreavers have the “Alert” feat since they are waiting for the characters. As such, they gain the following:

- Bloodreavers gain a +5 bonus to initiative.
- Bloodreavers can’t be surprised while they are conscious.
- Other creatures don’t gain advantage on attack rolls against Bloodreavers as a result of being unseen by Bloodreavers.

Blessing of Garagos. The Bloodreavers in Forlorn Gard bathed in the blood of their enemies. For that, and their years-long dedication, Garagos has bestowed upon them his blessing. The Blessing of Garagos does the following for the all Bloodreavers in Episode :

- Garagos casts *death ward* on the Bloodreavers, providing them a measure of protection from death. The first time a Bloodreaver would drop to 0 hit points as a result of taking damage, the Bloodreaver instead drops to 1 hit point, and is transported to the Battle Garde as if they used the spell *plane shift*. If *death ward* is still in effect when the Bloodreaver is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the *death ward*, and the spell ends.

GITHYANKI SUPREME COMMANDER (BLOODREAYER COMMANDER)

Medium humanoid, lawful evil

Armor Class 18 (plate)

Hit Points 187 (22d8 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	16 (+3)	16 (+3)	18 (+4)

Saving Throws CON +9, INT +8, WIS +12

Skills Insight + 8, Perception + 8, Intimidation + 9

Languages gith

Challenge 14 (11,500 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand*

3/day each: *jump*, *levitate* (self only), *misty step*, *nondetection* (self only)

1/day each: *Bigby's hand*, *mass suggestion*, *plane shift*, *telekinesis*

ACTIONS

Multiattack. The githyanki makes two greatsword attacks.

Silver Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage plus 17 (5d6) psychic damage. On a critical hit against a target in an astral body (as with the astral projection spell), the githyanki can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

REACTIONS

Parry. The githyanki adds 5 to its AC against one melee attack that would hit it. To do so, the githyanki must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

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

Attack (2 Actions). The githyanki makes a greatsword attack.

Command Ally. The githyanki targets one ally it can see within 30 feet of it. If the target can see or hear the githyanki, the target can make one melee weapon attack using its reaction and has advantage on the attack roll.

Teleport. The githyanki magically teleports, along with any equipment it is wearing and carrying, to an unoccupied space it can see within 30 feet of it. It also becomes insubstantial until the start of its next turn. While insubstantial, it can move through other

creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it takes 16 (3d10) force damage and is moved to the nearest unoccupied space.

BLOODREAYER STAT BLOCK MODIFICATIONS AND BLESSINGS

The Bloodreavers have the following modifications and blessings. These modifications and blessings do not increase their challenge rating.

Monster Type. All Bloodreavers are Humanoid

Alignment. All Bloodreavers are Lawful evil

Alert Feat. All Bloodreavers have the "Alert" feat since they are waiting for the characters. As such, they gain the following:

- Bloodreavers gain a +5 bonus to initiative.
- Bloodreavers can't be surprised while they are conscious.
- Other creatures don't gain advantage on attack rolls against Bloodreavers as a result of being unseen by Bloodreavers.

Blessing of Garagos. The Bloodreavers in Forlorn Gard bathed in the blood of their enemies. For that, and their years-long dedication, Garagos has bestowed upon them his blessing. The Blessing of Garagos does the following for the all Bloodreavers in Episode :

- Garagos casts *death ward* on the Bloodreavers, providing them a measure of protection from death. The first time a Bloodreaver would drop to 0 hit points as a result of taking damage, the Bloodreaver instead drops to 1 hit point, and is transported to the Battle Garde as if they used the spell *plane shift*. If *death ward* is still in effect when the Bloodreaver is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the *death ward*, and the spell ends.

ICE DEVIL

Large fiend, lawful evil

Armor Class 18 (Natural Armor)

Hit Points 180 (19d10 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

Saving Throws DEX +7, CON +9, WIS +7, CHA +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages infernal, telepathy 120 ft.

Challenge 14 (11,500 XP)

Devils Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) slashing damage plus 10 (3d6) cold damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) cold damage.

Wall of Ice (Recharge 6). The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

The wall lasts for 1 minute or until the devil is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold

damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

MINOTAUR

Large monstrosity, chaotic evil

Armor Class 14 (Natural Armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages abyssal

Challenge 3 (700 XP)

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

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

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

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

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

NEOGI

Small aberration, lawful evil

Armor Class 15 (Natural Armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Skills Intimidation +4, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, deep speech, undercommon

Challenge 3 (700 XP)

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

Spider Climb. The neogi can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Enslave (Recharges after a Short or Long Rest). The neogi targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

WAR PRIEST

Medium humanoid (any race), any alignment

Armor Class 18 (Plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws CON +6, WIS +7

Skills Intimidation +5, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*

1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

ACTIONS

Multiattack. The priest makes two melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

REACTIONS

Guided Strike (Recharges after a Short or Long Rest).

The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

BLOODREAPER STAT BLOCK MODIFICATIONS AND BLESSINGS

The Bloodreavers have the following modifications and blessings. These modifications and blessings do not increase their challenge rating.

Monster Type. All Bloodreavers are Humanoid

Alignment. All Bloodreavers are Lawful evil

Alert Feat. All Bloodreavers have the "Alert" feat since they are waiting for the characters. As such, they gain the following:

- Bloodreavers gain a +5 bonus to initiative.
- Bloodreavers can't be surprised while they are conscious.
- Other creatures don't gain advantage on attack rolls against Bloodreavers as a result of being unseen by Bloodreavers.

Blessing of Garagos. The Bloodreavers in Forlorn Gard bathed in the blood of their enemies. For that, and their years-long dedication, Garagos has bestowed upon them his blessing. The Blessing of Garagos does the following for the all Bloodreavers in Episode :

- Garagos casts *death ward* on the Bloodreavers, providing them a measure of protection from death. The first time a Bloodreaver would drop to 0 hit points as a result of taking damage, the Bloodreaver instead drops to 1 hit point, and is transported to the Battle Garde as if they used the spell *plane shift*. If *death ward* is still in effect when the Bloodreaver is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the *death ward*, and the spell ends.

APPENDIX 1: ELMINSTER'S LETTER TO THE CHARACTERS

Dearest Adventurer,

It is my suspicion that it will come as little surprise to ye to learn that your deeds, heroic and otherwise, have not gone unnoticed. Such valor brings its own rewards, or some prefer the term "punishments," and accordingly I feel moved to reach out to you for assistance.

Trouble is, as always, brewing in the Border Kingdoms. Yet it would do decided harm for me to speak or act rashly, and turn mere rumor into actionable fact thereby, so proof, as they say, is more than needed. I find my to-do platter heaped so full at the moment that I am unable to spare the time to delve into mere rumor when crises are making very real armies march, so I ask that you, without overmuch delay, speak with the proprietor of the establishment known as Melder's Door, located in the Underways beneath Oeble. He rejoices in the name of Zeebs, has looks akin to both a spider and an eel, is of a slaving race, can take offense if approached in the wrong manner, and is best spoken with in relative privacy, when ye ask him what he knows of this growing threat to the Border Kingdoms.

I ask that ye devote your utmost valor to this investigation.

Hopefully these rumors are just that: mere rumors.

Yet dark suspicions beset me, so gird for trouble, and send word via any survivors to:

Elminster Aumar
Chosen of Mystra
And Handsome Old Wizard

ELMINSTER'S LETTER – CERTIFICATE OF AUTHENTICITY

This letter is penned by Elminster himself! Ed Greenwood was kind enough to ensure this letter made their way to Gamehole Con safely. So when you read this, know that without a doubt it is 100% authentic and meant to inspire you as you travel throughout the Realms!

APPENDIX 2: WHISPERED WORD'S LETTER

Foolish Adventurers,

I thank you for playing right into my hands. Even Elminster Aumar failed to see through my ruse. I knew he'd contact you and lead you here...to me! Do not be bothered by our dead friends here in this room, their purpose is simply to draw you into my trap. Whatever you do, do not look underneath their cold dead corpses for clues of my whereabouts, you shall find none there...or shall you?

Secondly, it has been my greatest pleasure to watch you grow over time into the hero you've become. Yes, I've been watching each of you from the shadows, every deed, every township saved...I have been there for it all, lurking. Why you ask? Well it is simple, I need you for my final plan. I shall bring long forgotten god back into the Realms and conquer all the Border Kingdoms and beyond using you and the blood from your slain corpses to sustain his presence here permanently. But enough wasting time...yes, time is of the essence! In a few hours, the summoning shall be complete, there is nothing you can do to stop it! Seriously, I am not like those other fools you've defeated!

In anycase, check the chests here in these rooms, there is an hour glass filled to three hours, depending on what time it is now...you certainly have less than three hours to reach me. Make sure you take no coins; they are cursed and you will die a horrible agonizing death if you take even a single one.

Come now, I am waiting...oh and say the words, "The loud whispers of war shatter the dreams of peace." You will be teleported to the Keep, Forlorn Gard, where I have a portal waiting for you. Many poor men, women, and children in Forlorn Gard are likely to die though as you rush to confront me. I wonder how many? Oh well, you can decide...it matters not to me.

See you soon!

-WW

APPENDIX 3A: BROTHER THORIN TO ELMINSTER AUMAR

Brother Thorin Fireforge, of the Avowed, sent from Exaltation, Candlekeep, seventeenth of Flamerule, the Year of Twelve Warnings

To Elminster Aumar, Sage of Shadowdale, these:

It is my utmost pleasure to inform you that I've recently been deemed worthy to earn the rank of scribe within the Avowed. Much has happened since we last spoke in the Hearth over ale some time ago, such as the rumored descent of Elturel into Avernus! Can you believe it?!

Alas, I am writing to you to inquire about more mundane things, given that my first task as a scribe is to produce a new tome on specific topics regarding remote locations and rumors within the Border Kingdoms. Specifically, I came across an old tattered scroll in the Great Library referencing the "Godswalk Keep," as a location where the deities Garagos, Jergal, and Sharess walked among the ruins of this mortal keep. What rubbish!

I do wonder, why of all places should these gods choose this location (if the stories are to be trusted)? Is there some unique presence here, perhaps with regards to the weave or other planar phenomena? Perhaps there is some prophecy that foretells of great events here? Regardless, as hard as I might, I cannot even fathom what these ruins look like and why gods would choose to walk among them.

Your insight into "Godswalk Keep" would serve me well as I detail this location. I am certain my next task is to scour the towers here in the Great Library for tomes on Garagos and consolidate the information for this book (title yet to be determined, although I have a few good titles up my sleeve). Publishing new books for Candlekeep ensures we continue to earn enough to maintain our facilities and research, so I hope my contribution does well in this regard, hence my decision to contact you directly. I look forward to your response on this locale, and do take care...I hear devils are seeking to send our lands into upheaval!

Yours under Oghma,
Brother Thorin Fireforge
Avowed Scribe

APPENDIX 3B: ELMINSTER AUMAR'S REPLY TO BROTHER THORIN

Elminster Aumar, Sage of Shadowdale, set down somewhere all too plentifully supplied with stinging insects nigh The Reaching Woods, fourth of Elesias, the Year of Twelve Warnings

To Brother Thorin Fireforge, Scribe of the Avowed, Candlekeep,:

I have lived now long enough to believe almost anything, though the news of thy advancement among the seekers of Candlekeep finds me pleased; ye cleave to a path in life that far outstrips in nobility the lives of many merely born noble. Yet ere I digress, let me apply myself to the heart of thy missive: Godswalk Keep.

More properly "Halartanthyria," after the gracious lady who built it, so long ago, founding workshops there for the making of statuary and vessels for the growing of medicinal and edible plants in the homes of her fellow Netherese, the Keep grew in her elder days into a farflung subterranean complex of granary-chambers that entirely filled the basin of the small valley it occupies. Which is why, today, the many small springs that rise on the vale's slopes all run down to vanish beneath the surface, and are not seen to flow out of the valley, nor to run elsewhere in the present-day Barony of Great Oak.

Yet their presence means many things grow in the underways, both molds and myconids that thrive in any damp subterranean place, and stranger plants, twisted by the magics of 'Halar Halls' and grown to monstrous size. Among them prowl the usual strange and motley array of creatures deemed 'monsters' by humans, for those who came after Halartanthyria made the usual fatal error: they hired dwarves and gnomes to delve too deeply, broke into the Underdark beneath, and so let the dangerous denizens who flourish in the Deep Realms up into their growers' paradise. So they lost their lives and all grasp upon the Keep. Hence its abandonment and ruination, for everything not maintained falls into disrepair. And let me in passing caution thee about dismissing those gods-moots as rubbish; such meetings did befall and often, in the days before the Spellplague, though I've heard of none since. There was a time when adventurers bold, daring, or merely desperate ventured often into—or rather, under, for they found little aboveground save roofless halls, tumbled and overgrown stones, and prowling beasts—Godswalk Keep, and although many of them lost their lives, or lived on as living parts of fungal growths, trapped and eaten alive, enough emerged to report on what they encountered.

Know then that magic lives in the chambers and passages of the Keep, both drifting radiances and warmth that plants can feed upon, and unusual reverse gravity effects that raise those who blunder into them straightaway to the surface, betimes high into the air to reach a lofty chamber that's no longer there. And then abruptly cease, leaving them to plummet.

Just as I now find myself beset with foes, and must abruptly end this missive.

Trusting this finds you well,
As Mystra guides,
Elminster Aumar

ELMINSTER'S LETTER – CERTIFICATE OF AUTHENTICITY

This letter is penned by Elminster himself! Ed Greenwood was kind enough to ensure this letter made their way to Gamehole Con safely. So when you read this, know that without a doubt it is 100% authentic and meant to inspire you as you travel throughout the Realms!

APPENDIX 3C: BROTHER THORIN TO ELMINSTER AUMAR

Brother Thorin Fireforge, of the Avowed, sent from Exaltation, Candlekeep, twenty eighth of Elesias, the Year of Twelve Warnings

To Elminster Aumar, Sage of Shadowdale, these:

I do not pity those foes that beset upon you last you wrote me. Have they no decorum? Setting upon you as you write a missive, how absurdly rude, even for a vile creature! Regardless. I shall record your insights of Godswalk Keep to ensure an accurate description is recorded in my tome. I'll have to inform Brother Solodad that you've recently been to the Reaching Wood as he's conducting a study on the nature of gnolls and might be interested to see if you've encountered any there as of late. Writing this now, I wonder if it were gnolls attacking you in the Reaching Wood! Certainly the prospect of gathering your thoughts on the matter shall excite him to no end!

Alas, while I have had time to digest your last missive I came across vague mentions of Garagos, formerly known as Targos in the Netherese pantheon, and his followers, the "Bloodreavers." I know Garagos was once the Lord of War and later slain by Tempus. A blathering drunk seeker in the Hearth recently regaled me with stories of Garagos and how he stalked the grounds of Godswalk Keep while in constant conflict with Jergal and Sharess, whom he was unable to harm. Apparently, the seeker believed Garagos was slain yet again, which doesn't say much for Garagos's claim to Lord of War, wouldn't you agree?

In anycase, the foolish seeker even went so far as to stand atop a table, proclaiming in front of everyone in the Hearth that he's seen the Bloodreavers reborn, amassing an army of clerics and paladins in the Border Kingdoms in preparation to resummon Garagos. I would have inquired more about these details with the poor seeker had he not fallen over, dead from poison in his drink! Even in Candlekeep agents of evil seem to seep past the arched gates at times. Talking so foolheartedly in public still has its consequences it seems, but alas I sleep well knowing the Gatewarden is looking into this act.

As always, I appreciate your keen insights into this matter and I hope the insects are at bay, for your sake!

Yours under Oghma,
Brother Thorin Fireforge
Avowed Scribe

APPENDIX 3D: ELMINSTER AUMAR'S REPLY TO BROTHER THORIN

Elminster Aumar, Sage of Shadowdale, writing from Halaunth's Hearth, Berdusk, nineteenth of Eleint, the Year of Twelve Warnings

To Brother Thorin Fireforge, Scribe of the Avowed, Candlekeep, these:

I fear I must disappoint Brother Solodad. I've laid eyes upon nary a gnoll these past four tendays; my foes were human enough. All too many Red Wizards seem to have burning ambition where their prudence and common sense should be. Yet that failing will no longer be a problem for these particular imprudent and now sadly deceased dolts. I can impart this much regarding gnolls: there seem to be far more witherings abroad of late, but whether this means gnolls are building towards something, or foolish human necromancers have been overly busy making their own, I as yet know not. More important things occupy me. As usual.

These tales of the Bloodreavers reborn are not yet among them, but may soon become so if true. I expect someone has refounded them, as that sort of foolishness is precisely the sort fanatics are prone to. Though I'd not deem the Border Kingdoms a good place to amass any sizeable force, with its bad roads, plentiful distractions, and many prying eyes. Moreover, I'm disinclined to believe details that fell from the loose tongue of your drunken seeker, in that Garagos is of swift temper but lusts after Sharess and fears Jergal, and avoids disputing with them. Rather, he respects Jergal and seeks guidance from him, and flirts clumsily with Sharess, who delights in teasing him.

Of more import would be why anyone needs an army to resummon Garagos. Unnecessary for the summoning itself, so it must be because the someone desires Garagos to lead that army to war. The question is: upon where? If the Border Kingdoms is truly the place of gathering, its best places for mustering are Derlusk and the other Lake of Steam southshore port cities, which offer naval access to the north and westshore cities—which is to say eastern Calimshan. Through the Suldolphor Strait, the Tashalar and the Cities of the Seabreeze await, but it would take larger armies than the entire Border Kingdoms could feed to prevail upon any handy target there. If the mustering is in Alamontyr, I'd look instead to the Golden Road, Sespech, and Arrabar beyond—and once in the Vilhon, poorly-governed cities lie like so many banquets, within easy reach. Yet mayhap I here fall into the misjudgment of ascribing tactical logic to the sort of fanatics who'd refound the Bloodreavers and summon Garagos to lead them into battle.

So find out more, if ye can do so while avoiding painful assassination.

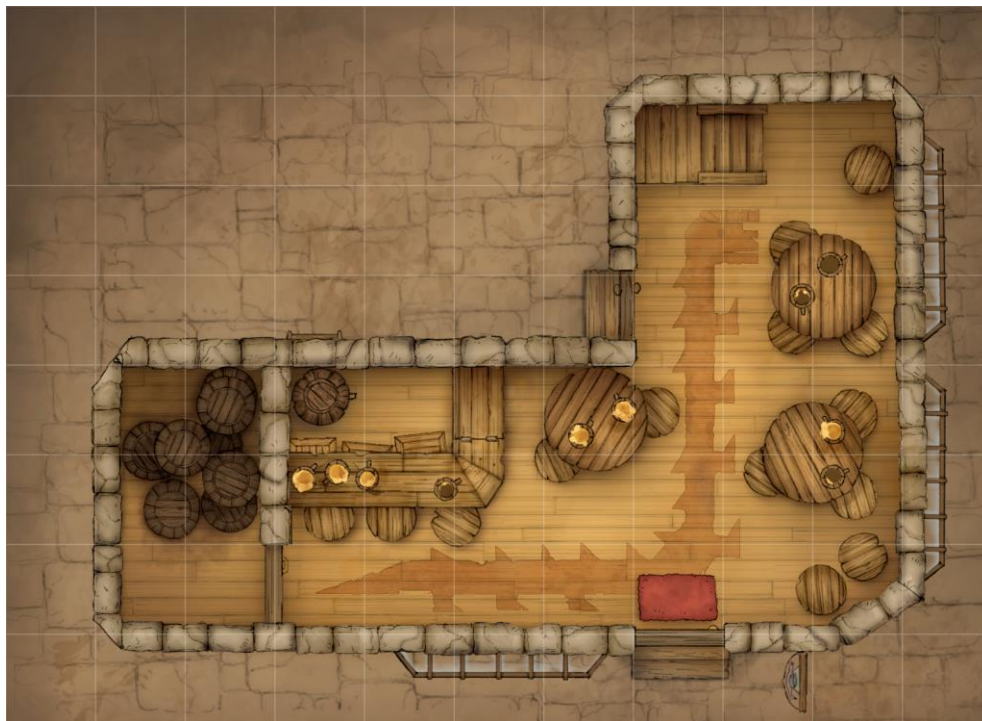
I thank you for your wishes regarding insects, but I have in fact reverted to the old Uthgardt trick of slathering my unlovely old hide in honey, then plucking off the insects that stick to it, for trail snacks. Trusting this finds you in continued good health,

As Mystra guides,
Elminster Aumar

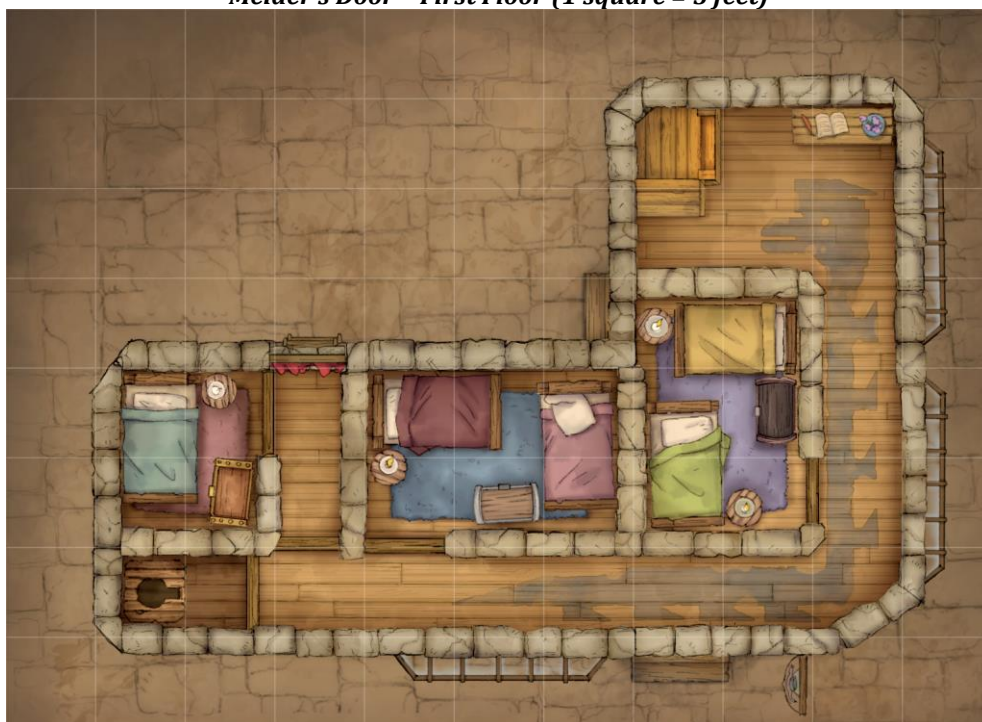
ELMINSTER'S LETTER – CERTIFICATE OF AUTHENTICITY

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APPENDIX 4: MELDER'S DOOR – PLAYER MAP



Melder's Door – First Floor (1 square = 5 feet)



Melder's Door – Second Floor (1 square = 5 feet)

APPENDIX 5: FORLORN GARD – DM MAP



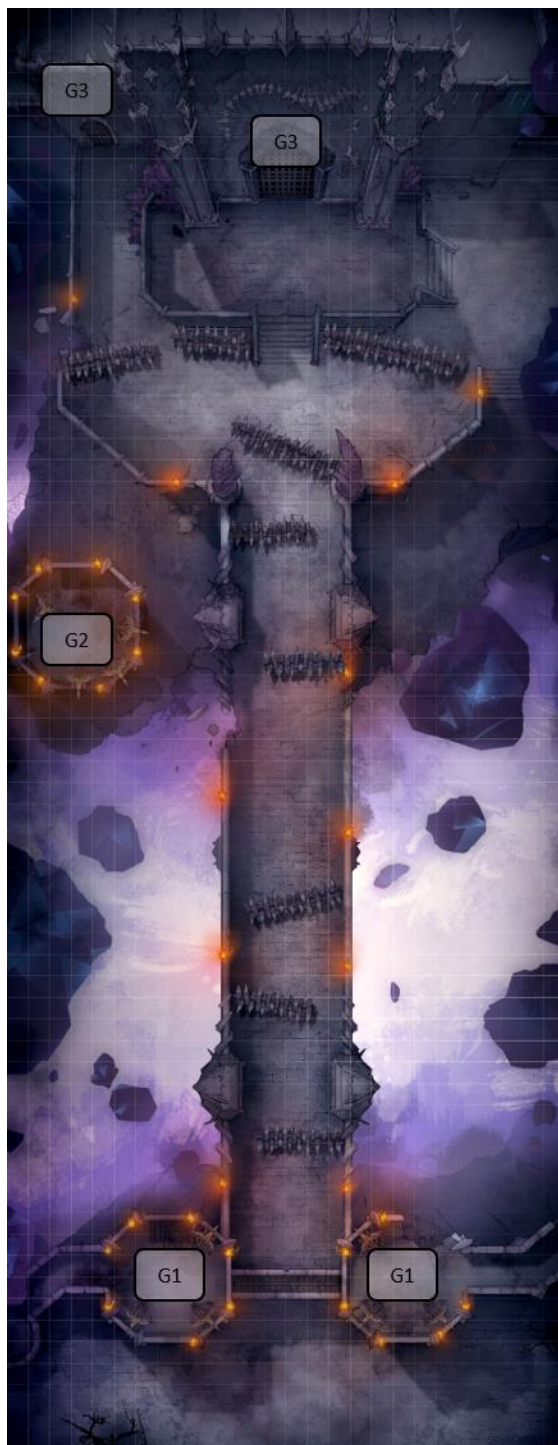
Forlorn Gard (1 square = 5 feet)

APPENDIX 6: FORLORN GARD – PLAYER’S MAP



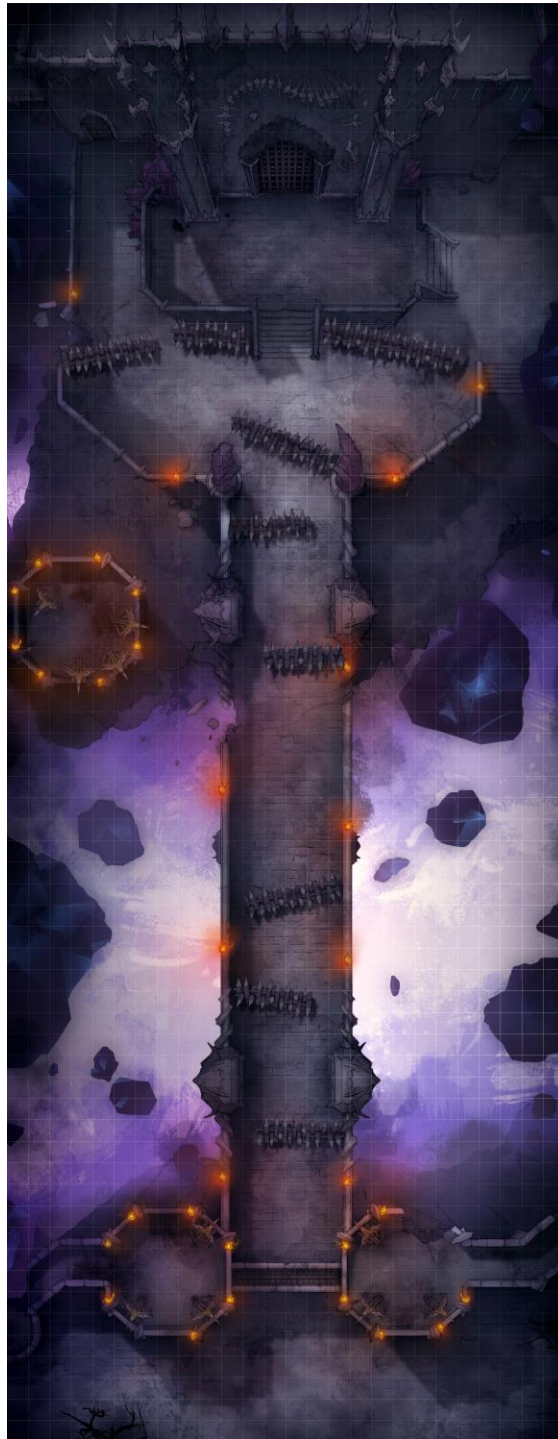
Forlorn Gard (1 square = 5 feet)

APPENDIX 7: GODSWALK KEEP – DM MAP



Godswalk Keep (1 square = 5 feet)

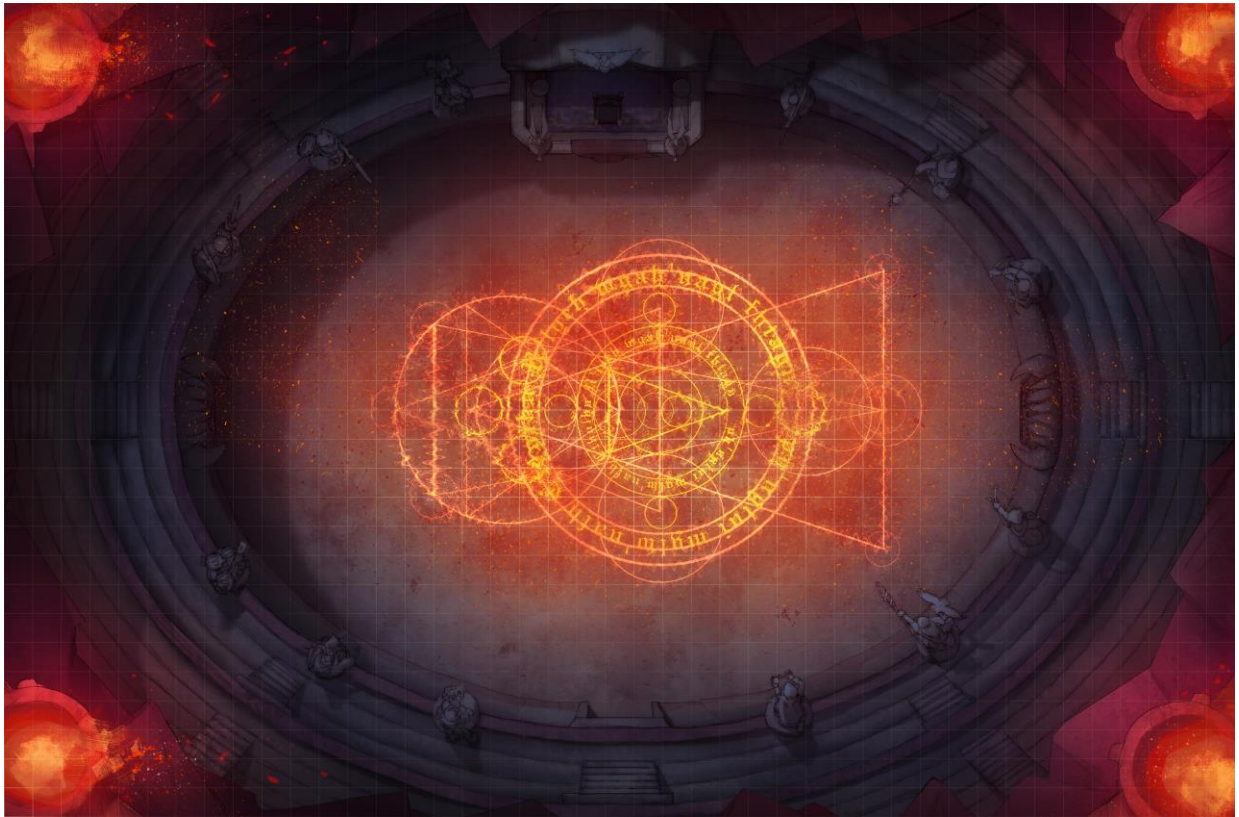
APPENDIX 8: GODSWALK KEEP – PLAYER MAP



Godswalk Keep (1 square = 5 feet)

*

APPENDIX 9: INNER SANCTUM MAP



Inner Sanctum (1 square = 5 feet)

APPENDIX 10: CHARACTER REWARDS

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing off rewards they didn't receive during the session):

MAGIC ITEMS

TOME OF THE STILLED TONGUE

Wondrous item, legendary, table \$

This thick leather-bound volume has a desiccated tongue pinned to the front cover. Five of these tomes exist, and it's unknown which one is the original. The grisly cover decoration on the first tome of the stilled tongue once belonged to a treacherous former servant of the lich-god Vecna, keeper of secrets. The tongues pinned to the covers of the four copies came from other spellcasters who crossed Vecna. The first few pages of each tome are filled with indecipherable scrawls. The remaining pages are blank and pristine.

If you can attune to this item, you can use it as a spellbook and an arcane focus. In addition, while holding the tome, you can use a bonus action to cast a spell you have written in this tome, without expending a spell slot or using any verbal or somatic components. Once used, this property of the tome can't be used again until the next dawn.

While attuned to the book, you can remove the tongue from the book's cover. If you do so, all spells written in the book are permanently erased.

This specific tome belongs to Szass Tam, leader of the Red Wizards of Thay. He watches anyone using this tome and can also write cryptic messages in the book. These messages appear at midnight and fade away after they are read.

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

CONSUMABLES

ELIXIR OF HEALTH

Potion, rare

When you drink this potion, it cures any disease afflicting you, and it removes the blinded, deafened, paralyzed, and poisoned conditions. The clear red liquid has tiny bubbles of light in it.

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

POTION OF HEROISM

Potion, rare

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the bless spell (no concentration required). This blue potion bubbles and steams as if boiling.

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

OIL OF SHARPNESS

Potion, very rare

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.

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

APPENDIX 11: DUNGEON MASTER TIPS

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

NEW TO D&D ADVENTURERS LEAGUE?

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

NEW TO THE BORDER KINGDOMS STORYLINE?

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

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime

days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

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

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

ADJUSTING THIS ADVENTURE

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

Determining Party Strength

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

APPENDIX 12: CONTENT WARNINGS AND MODIFICATIONS

This adventure has the following content warnings: lies, violence, war, civilian casualties of war, gore, blood, occult rituals, suicide, and grimdark horror.

Below are optional modifications and tips for DMs to use at their table.

EPISODE 1

Replace the use of midnight tears poison on Page 7 with the following:

- **Bloodreaver Bodies.** A character who makes a successful DC 18 Intelligence (Medicine) check on a Bloodreaver reveals the poison known as midday tears is the cause of permanent sleep. Lack of marks of struggle on the body suggest the bloodreavers voluntarily digested the poison. Characters with the Oeblar background can use their “Poison Expert” feature to succeed this check automatically. This nondeadly poison puts individuals who consume it into a permanent sleep when the clock strikes midday.

EPISODE 2

Below is a list of ideas to reduce the content warnings in Episode 2:

- Remove all depictions of violence, gore, and dismemberment.
- Replace the Forlorn Gauntlet Adventuring Band survivors with illusory scarecrows that talk and act as if they were sentient (use the **commoner** statistics). The scarecrows are illusions that disappear when they drop to 0 hit points; they are not real or sentient.
- Connor’s parents arrive to take him to safety once the characters speak with him.
- Make the decapitated head in area “F8. Shrine of Tymora” a head made of marble that comes from a statue.
- Remove the Battle of Alamontyr side quest to avoid depictions of war.

APPENDIX 2

Remove mentions of the Bloodreavers being corpses.



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