

ADVENTURERS LEAGUE

FRAMED IN FELSHROUN



**A 2-hour to 4-hour Border Kingdoms
adventure for characters of 1st - 4th level**

CCC-GHC-BK2-03

Adventure Tier: 1

Optimized For: APL 3

Version: 1.3



Framed in Felshroun

As the heroes are celebrating vanquishing a cursed spirit in Felshroun, they find out it's not as dead as they'd hoped. A frantic chase through the city ensues. Can the heroes banish it for good before too much damage is done?

A Two-Hour to Four-Hour Adventure for Characters of 1st – 4th 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 SPECIAL NOTE ABOUT ENCOUNTER SCALING

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

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

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

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



ADVENTURE PRIMER

WELCOME TO *FRAMED IN FELSHROUN*, 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.

The adventure is set in the Border Kingdoms, a tumultuous region of the Forgotten Realms on the southern shore of the Lake of Steam. During the adventure, the characters explore the city of Felshroun chasing an evil creature they thought they had already killed.

BACKGROUND

The **FREE BARONY OF FELSHROUN** has been largely peaceful for years and the threats that have plagued other places in the Border Kingdoms haven't reached it. However, dark times have come to the Border Kingdoms. A death knight by the name of **KURTH AVALLAR**, now roams the Border Kingdoms, calling forth the dead and other foul things to serve him.

A month ago, the death knight's call awoke a bound evil faerie named **YARGALANTHOR**. The original **FOUR MAGES** of Felshroun had imprisoned an ancient fey monstrosity under the city, with the intention of studying him. They specifically warded the city so that he could not cross the city walls and hid the crux of that spell behind a painting of the Four Mages. It's now hanging at a tavern in the city.

Yargalanthor was forgotten and has been in torpor for centuries until Kurth Avallar's necromantic call woke him. For the past month Yargalanthor, **THE BEAST OF FELSHROUN** has been skulking around outside the city. However, the magic of the Four Mages prevented it from entering the city and doing further damage there.

Fortunately, the heroes of the story have just put it down and carried its dead body into the city. Unfortunately, they didn't have the magical incantation that would send it back to wherever it came from. It wakes up inside the city, ready for vengeance. One of Kurth Avallar's agents is using this as an opportunity to frame the heroes so that they cannot interfere with his plans.

At the end of the adventure, the heroes may choose to kill Yargalanthor a final time or to let the Four Mages keep him for magical study. If they kill Yargalanthor, Kurth Avallar brings him back as a powerful undead. If the characters elect to let the Mages have Yargalanthor for study, then agents of Kurth Avallar release him and make Yargalanthor serve Avallar for a year and a day (in proper faerie fashion). In either case, Yargalanthor has a burning need for revenge against the heroes.

EPISODES

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

CALL TO ACTION

The Call to Action can be found in Episode 1:

- **Episode 1: The Beast Is Dead?** The action starts in the **HALL OF DOMES** as the heroes recount to **BARON JATHRALEE HAERNHAND** how they slew the beast. However, it's not dead enough, and a dishonest courtier argues that the heroes are cheating the Baron. The Baron demands they bring the beast to account. **ETHANTRA TARTHSEMMER** shows the places where it might be hiding. This is the adventure's **Call to Action**.

STORY OBJECTIVES

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

- **Episode 2: Hunting the Beast.** The adventurers can scour the town for traces of the beast. A mage says that it is either on **STORROCKH STREET (Episode 2A)** or **BARAEDUR LANE (Episode 2B)**. They can search these locations in any order. Once they have searched two objectives **ETHANTRA TARTHSEMMER** tells the heroes that the beast is on **FENDLE STREET**. This is **Story Objective A**.
- **Episode 3: Fendle Street Showdown.** The heroes finally confront the beast on **FENDLE STREET**. Afterwards **ETHANTRA TARTHSEMMER** comes by and offers to make sure the beast is either killed or forever entrapped for study, whichever the characters choose. This is **Story Objective B**.

BONUS OBJECTIVES

This adventure also includes two bonus objectives found in Episode 1. If you have time to play them, Ethantra Tarthsemmer puts one or both locations on the heroes' map. These can be explored in any order. Ethantra Tarthsemmer will direct them to Fendle Street after they have explored the last locations.

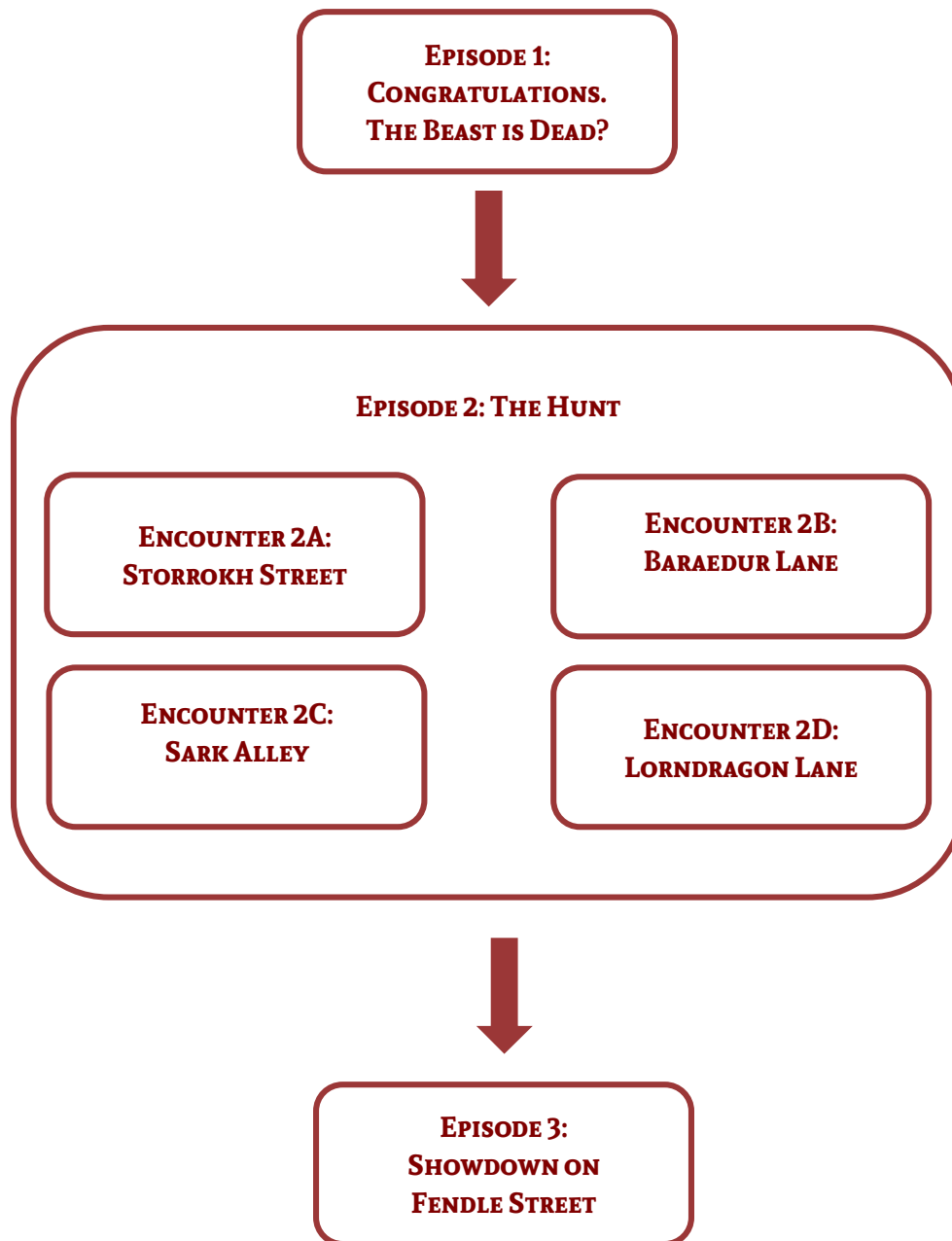
- **Episode 2C: Sark Alley.** Sark Alley is in the seediest part of town. The characters must prevent the beast from causing too much damage in this area. This is **Bonus Objective A**.
- **Episode 2D: Lorndragon Lane.** Lorndragon Lane is lined with shops with glittering decor that stand amid the mansions of the wealthy. The heroes must fight the beast and limit the damage. This is **Bonus Objective B**.

ADVENTURE FLOWCHART

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

Encounters in **Episode 2** can be played in any order.

- 2-hour game: pick any 2
- 3-hour game: pick any 3
- 4-hour game: play all 4



EPISODE 1: THE BEAST IS DEAD (CALL TO ACTION)

Estimated Duration: 20 minutes

Do character introductions prior to this point and encourage the players to share information freely about their characters because this adventure starts with the assumption that they've been working together for a tenday or so.

Read or paraphrase the following to start the adventure:

The Beast of Felshroun has been killing people in outlying areas around Felshroun for the last month. After days of stalking it, your group was able to kill it and bring the large, warty, greenish, four-armed creature down. Baron Jathralee Haernhand has asked you to present its corpse to her in the Hall of Domes, the seat of government in Felshroun. In addition to your group and the baron, some of the baron's court is in attendance as she hands you a hefty bag of gold to reward you killing the beast.

The players will have questions about the beast. Do not volunteer information that they do not ask questions about.

- With a successful DC 10 or greater Intelligence (Arcana or Nature) check the characters can identify the creature as a rare kind of four-armed troll.
- With a successful DC 17 or greater Intelligence (Arcana or Nature) check the characters learn that while the corpse looks like a four-armed troll, it was actually a powerful fey shapechanger.
- With a successful DC 22 or greater Intelligence (Arcana or History) check the characters remember that there was a powerful evil fey shapeshifter called **Yargalanthor** that was trapped by the original Four Mages of Felshroun centuries ago.
- The creature wasn't terribly hard to hit, but it had a lot of hit points.
- The creature kept regenerating until someone hit it with acid or fire.

Once the players understand what the creature was, **Baron Haernhand** asks the characters to recount the story of how they killed the beast. Go around the table and ask each person to explain how their character helped kill the beast. If you have time, run this as a "yes, and..." roleplaying encounter where each person adds one sentence to the story as they go around the table.

Baron Haernhand introduces the people of her court (see NPC descriptions).

- **Salinese Dalarie**, the senior Knight of Justice and lawgiver to oversee the proceedings. She listens more than she talks, and occasionally asks an insightful question.
- **Rothen Nedlar**, a representative of the merchants of Felshroun to make sure the reward money is given away appropriately. (The merchants put up half the reward money; the baron put up the other half.) He is jovial and interested in hearing tales of thrilling heroics.
- **Ethantra Tarthsemmer**, one of the Four Mages, is here to positively identify the beast. She doesn't talk much as she investigates the creature. She waves crystal wands over the beast's corpse, performs incantations, and removes one of its teeth and a small quantity of blue-black blood.

Once the characters have settled in, the creature comes back to life and disappears in a puff of smoke accompanied by blue sparks.

With no warning, the four-armed troll twitches twice, its wounds knitting back together, and leaps to its feet with rubbery, gangly grace. It gives an ear-splitting howl of fury and disappears into a magical portal trailing bright-blue sparks.

Chaos erupts. All of the people in the room start yelling at once. Everyone is angry, frightened, worried, and wants to be heard.

- **Baron Haernhand** demands to know where the beast has gone.
- **Salinese Dalarie** commands the **guards** to surround the baron.
- **Ethantra Tarthsemmer** is casting a spell with a complex verbal component. Although she is one of the current Four Mages, she does not recognize who or what **Yargalanthor** is right now.
- **Rothen Nedlar** is furious. He claims the heroes are here to try to swindle the reward out of the people of Felshroun and demands the baron arrest the heroes. The baron listens to him and considers what he says seriously.

If the characters want more information about what just happened:

- With a successful DC 13 Intelligence (Arcana) check the characters can identify the brief portal as a short-range spell that allowed the creature to escape to someplace within this city.
- With a successful DC 15 Intelligence (Arcana) check the characters can identify the spell Ethantha Tarthsemmer is casting as a unique tracking spell.
- Characters with a passive Wisdom (Insight) score of 17 or higher believe that Rothen Nedlar wasn't as surprised as he was pretending to be. If the heroes threaten or interrogate him, he leaves, and the baron's **guards** prevent the heroes from following him.

Once things settle down a bit the Baron demands that the heroes go find the beast and kill it. Again.

Ethantra Tarthsemmer clears her throat, and a scroll materializes in midair, lines of green ink magically flow across it, mapping out the town, and circling particular points. "You killed him, yes, but he's an old wily fey with more lives than a cat! He's going to be trying to summon his old fey allies – if you take him down, they'll leave. Given the patterns in the weave of magic in these parts, these are the only likely places in town where his portals can go to. I'm not sure where he is exactly, but it's one of these places."

Give the players **Handout 1: Map of Felshroun**.

- If you are playing a 2-hour game, circle two of these objectives. The second one the players explore is **Story Objective A**.
- If you are playing a 3-hour game, circle three of these objectives. Exploring the 3rd location is **Bonus Objective A**.
- If you are playing a 4-hour game, circle four of these objectives. Exploring the 4th location is **Bonus Objective B**.

ADVENTURING MAKES ME SLEEPY

Because of the desperate nature of Yargalanthor's attacks on Felshroun, the heroes don't have time to rest! If the characters start to take a rest, they are interrupted by a group of Forester **scouts** who let them know that the beast is attacking and take them to the next encounter. If the players refuse, then that encounter becomes unavailable and assume that Yargalanthor achieved his maximum goals (see the encounters for the goals). If the characters refuse to go with the Foresters and take a rest anyway, the Four Mages unite to take down Yargalanthor and kill him, and the characters are asked to leave town.

BUT – you and the players are here to have fun! If the characters are so beat up (these fights are hard) that the players aren't having fun, then absolutely allow them to rest, visit clerics for healing, and/or reduce the difficulty of the fights.



EPISODE 2: THE HUNT

Estimated Duration: 65 minutes

ABOUT FELSHROUN

The **FREE BARONY OF FELSHROUN** is an important trading market and neutral meeting ground in the Border Kingdoms. The area has been ruled by **BARON JATHRALEE HAERNHAND** (this title is an elected, not hereditary position) for several years. The Baron is a gaunt, scarred, serious woman who was a ranger in the area for years. Her rule has been peaceful, prosperous, and largely safe, this coupled with light taxation, has made Felshroun a popular “echo of Waterdeep”. The area’s main industry is horse-breeding. Felshroun keeps order in its domain by means of the Foresters, highly skilled rangers who know and love the land they patrol. The Foresters are responsible for forest planting and management, and rarely have more military engagement than tracking and taking down bandits preying on trade caravans. They ride in patrols of about a dozen Foresters bolstered by priests of Chauntea and Mielikki.

The Four Mages founded the Free Barony of Felshroun with an agreement among them to dwell near each other in peace. They trusted each other’s skills and good intentions to keep their shared demesne safe and in good order. While the original mages are gone, their heirs, hangers on, and apprentices have continued the tradition of having four powerful wizards in the city. Ethantra TARTHSEMME is the most social of the current Four Mages.

Felshroun is a town of walled gardens, tall houses, and narrow, winding, crowded streets. It takes the shape of a large diamond with towers at each compass-point corner and gates in the center of each wall between. Inside the town walls is a cramped labyrinth of four- and five-floor houses, winding flagstone streets, little walled gardens with pumpwells and public benches, and many cats wandering as public pets.

THE PEOPLE OF FELSHROUN AND THE HEROES

These encounters rely on having a lot of civilians out and about on the streets. It’s important to put down tokens or counters for the civilians if you are playing with a map/grid and to describe the dozens of innocent people hanging around in each encounter. These fights should feel like they’re happening on crowded city streets, because they are!

Most of the people on the streets of Felshroun are **commoners**, with the occasional **guard** or **noble**. A few Forester **scouts** might be present in the streets if the heroes need help. The folk of Felshroun will generally retreat ten or twenty feet from combat and then stick around to watch the excitement. The folk of Felshroun will always allow heroes to move through them, but they still count as difficult terrain. They can be roused to help the heroes with a successful DC 12 Charisma check and go absolutely last in the initiative order. Some of the things that the folk of Felshroun can do to help the adventurers are:

- Flee
- Get guards or Foresters (will take 1d3 rounds)
- Aid the heroes attacks
- Administer a potion to a fallen adventurer
- Move horses and carts
- Shove over shelves
- Move furniture to provide cover

Only **scouts** and **guards** will attack Yargalanthor and only from range (assume **guards** have three spears each).

Additionally, any scout can use a healing kit on a hero and restore 1d6 + 4+ the character’s level in hit points. The character can’t regain hit points from this feat again until they finish a short or long rest.

None of the folk of Felshroun will stand in Yargalanthor’s way to get killed by him.

Most of Felshroun is happily secular, though there are a few options for people who wish to worship.

- There is an open air community garden, and agricultural training workshop, that includes a small, work-worn shrine to Chauntea on the north end of Lorndragon Lane.
- The Lambsgate Healing House is a small hospital, hospice, and temple of Ilmater in one of the poorest areas on the southeast side of the city.
- The Dawnrise Shrine was once a modest shrine to Lathander, but it’s grown in size, ornamentation, and importance. Many of the nobility make their way to Shuttle Street to be seen there for morning prayers.
- The Better Times Casino and Bar is a raucous, rollicking joint on Blackknife Lane. It is staffed by clergy of Tymora, who use the casino as a shrine to the goddess of luck.

ENCOUNTER 2A: STORROKH STREET

PREREQUISITES

The adventurers must complete the **Call to Action** before beginning this episode.

OBJECTIVES

The objective here is for the heroes to try to dispatch the beast without it having a chance to kill too many horses.

CREATURES/NPCs

A Forester **scout** is having lunch at one of the food carts and she gets involved. The Foresters help maintain law and order in Felshroun. The heroes can recruit her as a helper and advocate.

Yargalanthor is here and he's hungry! His goal is to kill as many horses as he can and eat them while causing massive property damage. He has shapechanged into a **banderhobb** so he can more easily kill and eat **riding horses**.

If the heroes can succeed on a DC 13 Wisdom (Insight) or Intelligence (Nature) check they understand that Yargalanthor is starving – the magic to jump through portals burns through his energy reserves very quickly. He can be distracted with large quantities of raw meat.

Once he eats three horses, or if he is brought to 0 HP, his allies disappear in a shower of blue sparks and he jumps through a portal.

The street is populated with a variety of farriers, carters, wheelwrights, wagon-builders, and livery-

hands (**commoners**) all engaged in the trade of moving people and goods by horse-drawn carriage. There are quite a few horses around as well. They attempt to flee when the killing starts.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. Storrokh Street forms a broad plaza with barns and corrals on either side with wagons clogging the throughway. Characters can scramble over carts or over the fence around the paddocks by succeeding on a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check. Failing the check costs them 10 feet of movement but they may re-try. Haystacks and manure piles are difficult terrain.

Lighting. Storrokh Street is brightly lit during daytime, and dimly lit by streetlights at night.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group. Yargalanthor always looks like a banderhobb, even if a different stat block is used at the lower difficulties. Yargalanthor brings in fey allies to help him at the higher difficulties.

- **Very Weak:** level Replace the banderhobb with a su-monster.
- **Weak:** level Replace the banderhobb with a redcap.
- **Strong:** level Add one su-monster.
- **Very Strong:** level Add two redcaps.

Keep track of how many horses **Yargalanthor** kills..

PLAYING THE PILLARS

COMBAT

Yargalanthor will attack horses out of cruel pleasure as much as he can. He will use his action eat a whole horse in one bite if there are no heroes harassing him.

EXPLORATION

The horses can be moved to safety by making a successful DC 12 Wisdom (Handle Animal) check. This check is at disadvantage if two or more horses have been killed.

SOCIAL

The Forester tries to help the heroes. She can move horses, aid their attacks, or just shoot Yargalanthor.

ENCOUNTER 2B: BARAEDUR LANE

PREREQUISITES

The adventurers must complete the **Call to Action** before beginning this episode.

OBJECTIVES

The objective here is for the heroes to try to save the three elves that run the Rolling Gnome music shop.

CREATURES/NPCs

The Rolling Gnome music shop on Baraedur Lane is run by three female elf **nobles** loyal to the Harpers. The elves go by Couvillion, Duquette, and Latendresse but no one thinks that those are their real names. Offer any Harper character a Wisdom (Perception) check of 10 or higher to recognize that they're all wearing subtle Harper signs.

Yargalanthor's goal is to kill each of the three elves. He has assumed the form of an animated fairy mound covered with moss, evil-looking lilies, and toadstools (using the **adult oblex** stat block). Once he kills the three elves, or if he is brought to 0 HP, his allies disappear in a weak shower of blue sparks and he jumps through a portal. Players who succeed on a DC 12 Intelligence (Arcana) check learn that his magic is weakening, and he won't be able to portal jump too many more times.

WHAT DO THEY KNOW?

Couvillion, Duquette, and Latendresse have good connections and long memories. They recognize Yargalanthor. If any of them are alive at the end of the encounter they will hint that they knew Yargalanthor was coming back for them eventually.

The heroes will need to succeed on a DC 13 Charisma (Persuasion, Deception, or Intimidation) check to get the whole story from them. If all three are alive after the attack, the check is made with

advantage. They will tell any Harper without the need for a check.

The elves say that Yargalanthor was a threat a few hundred years ago and they helped supply the Four Mages with ancient fey knowledge that allowed the Four Mages to imprison him.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The Rolling Gnome music shop has large glass windows that opponents can be shoved through for 14 (4d6) piercing damage and ceiling height (15 feet tall) shelves that can be knocked over onto opponents for 14 (4d6) bludgeoning damage. If someone wants to break a window they are AC 13 and have 5 HP. Doors are unlocked, but closed.

Lighting. The shop is brightly lit by decorative continual flame torches in beautiful stained-glass candleholders.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group. Yargalanthor splits himself into multiple smaller foes as needed.

- **Very Weak:** Replace the adult oblex with 2 or 3 oblex spawn.
- **Weak:** Replace the adult oblex with 6 oblex spawn.
- **Strong:** Add one oblex spawn.
- **Very Strong:** Add five oblex spawn.

Keep track of how many of the elves Yargalanthor kills.

TREASURE AND REWARDS

If all three elves survive, they give each hero a touchstone. These are small, smooth, hand-sized rocks enchanted to replay the same short tune whenever touched by a bare finger.

PLAYING THE PILLARS

COMBAT

The Oblex uses its spells first and then wades in with its pseudopods to eat memories. The elves are priority targets.

EXPLORATION

The Oblex goes to great lengths to avoid the candles around the shop. A successful DC 15 Wisdom (Insight) or Intelligence (Arcana) check will hint that it's afraid of fire.

SOCIAL

If persuaded to with a successful DC 12 Charisma check, the elves will help the heroes by aiding their attacks.

EPISODE 3: SHOWDOWN ON FENDLE STREET

Estimated Duration: 65 minutes

PREREQUISITES

The adventurers must complete at least one part of **Episode 2** before beginning this episode.

OBJECTIVES

The objective here is for the heroes to try to defeat Yargalanthor and to decide whether to kill or imprison him.

CREATURES/NPCs

As the heroes complete their last encounter in **Episode 2**, **Ethantra Tarthsemmer** (an **abjurer**) shows up and explains that she's narrowed down Yargalanthor's path to one final location – Fendle Street. She thinks he won't be able to teleport again until he rests.

After Yargalanthor falls. She explains that his magic is weakened – for now. She can perform a short ritual that will enable the heroes to dispatch him forever, but she asks that they allow her to keep him alive for study, so that they may learn more of his magic. Be sure to stress this choice, even though the characters won't know the outcome of the choice for some time.

Yargalanthor is here to rend a painting of the original Four Mages (his original captors) that hangs in the “Moldy Cheese and Laughing Spoon” tavern. His form is that of a four-armed troll with a spiky hide carrying a greatsword (equivalent to a **tanarukk**). If he is brought to 0 HP, his allies disappear in a shower of blue sparks and he falls down dead. Apparently. For now.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. Yargalanthor starts the encounter out in the street and makes his way through the Moldy Cheese and Laughing Spoon and fights a general retreat towards the painting. Opponents can be shoved through windows for 14 (4d6) piercing damage. If someone wants to break a window they are AC 13 and have 5 HP. Doors are open to let in the breeze.

The painting that Yargalanthor wants to destroy is AC 12 and has 10 hp.

Lighting. The Moldy Cheese and Laughing Spoon is brightly lit day and night.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group. Yargalanthor brings in fey allies to help him at the higher difficulties.

- **Very Weak:** Replace the tanarukk with a nilbog.
- **Weak:** Replace the Tanarukk with an evil siren.
- **Strong:** Add one nilbog.
- **Very Strong:** Add two evil sirens.

TREASURE & REWARDS

When Ethantra shows up to escort the heroes to Fendle Street she gives them two *potions of healing*.

If the heroes can exhaust Yargalanthor's last life and bring him down, Baron Jathralee Haernhand declares them Heroes of Felshroun and pays them handsomely. The Four Mages appoint Ethantra Tarthsemmer to present the characters with a *cloak of the manta ray* as thanks.

PLAYING THE PILLARS

COMBAT

Yargalanthor will ignore his own safety to try to get to the painting. He attacks viciously but will not stop to attack downed heroes.

EXPLORATION

The painting weighs 20 pounds and is hanging on a couple of nails. It can be picked up and removed from the premises.

SOCIAL

The crowd in the tavern is terrified but a successful DC 12 Charisma (Intimidation) check can rouse them to action to help move the painting or slow down Yargalanthor.

ADVENTURE REWARDS

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

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

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

GOLD

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

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

MAGIC ITEMS

If found during the adventure, the characters can keep the following magic items (described in **Appendix 4**):

- *Cloak of the manta ray*.

CONSUMABLE MAGIC ITEMS

During this adventure, the characters may find the following consumable items (described in **Appendix 4**):

- *Potion of healing*.

SPECIAL REWARDS

The characters also receive access to the following:

STORY AWARDS

If the characters complete **Story Objective B**, they earn the following story award:

Hero of Felshroun. You are known, throughout Felshroun, as a hero of the city. Foresters will treat you with respect, and generally assume you're on the up-and-up. The Baron will listen seriously to what you have to say.

DUNGEON MASTER REWARDS

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

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

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

DRAMATIS PERSONAE & LOCALES

The following NPCs and locations feature prominently in this adventure.

NPCs

- **Baron Jathralee Haernhand.** The baron is a gaunt, unsmiling Calashite woman who is a retired ranger. She has long gray hair back in a ponytail, green eyes, and weathered medium-brown skin. She wants to limit the damage and economic disruption to Felshroun and see that justice is done.
Personality: I don't have time or patience for foolishness.
Ideal: As the Baron, I must have an unwavering commitment to justice.
Bond: I will do whatever is necessary to preserve peace and prosperity in Felshroun.
Flaw: My cold, calculating, and no-nonsense manner sometimes alienates people.
- **Salinese Dalarie.** This elderly Felshrounian matron is shrewd and worldly wise. She is one of the city's three Knights of Justice who are charged with making decisions about people's guilt or innocence in the city. She is a Rashemi woman with black kinky hair with grey streaks at the temples that is back in tight braids. She is small and has dark brown skin, light brown eyes, and thick glasses.
Personality: I listen thoroughly and ask a lot of questions before I make decisions.
Ideal: The truth is the first step on the path of justice.
Bond: I'm fond of my dear friend Jathralee Haernhand, but all of Felshroun is my family.
Flaw: I tend to believe people devoted to good-aligned gods are more honest than other people.
- **Rothern Nedlar.** This courtier and advocate is an important lobbyist for the merchants in Felshroun. He is a smooth-talking, handsome, clean shaven Illuskan man with blond hair, blue eyes, and fancy clothes. However, he's on Kurth Avallar's payroll and is keeping an eye on Felshroun for the death knight. He wants to frame the heroes for loosing the beast on Felshroun to make sure they don't pose a problem for Avallar.

Personality: I've got a sincere smile and a kind word for everyone.

Ideal: I've found that you get what you want with a kind word and a bribe more often than with just a kind word.

Bond: I want what's best for me, screw everyone else.

Flaw: I'm a coward and I will run even when it makes me look guilty.

- **Ethantra Tarthsemmer.** Ethantra is one of the four mages, and the one most likely to have contact with the people of Felshroun. She's a rail-thin Chondathan woman of raven-black hair, sharp features, and piercing green eyes, who is most interested in crafting warding spells and fields that serve as alarms, barriers, and attacks.
Personality: I like to make sure people know I'm not A mage, I'm one of THE mages.
Ideal: Rules are what separates us from the animals.
Bond: My tower and my city are mine to protect.
Flaw: I sometimes overlook simple solutions in favor of complex ones.
- **Yargalanthor the Evil Fey Shapechanger.** Yargalanthor is unhinged because of his prolonged captivity and solitude. He wants to murder every living thing he can get his hands on.
Personality: Raaaawwwrrrr!
Ideal: I want to murder everyone.
Bond: I want to murder the people of Felshroun a lot, and the mages of Felshroun the most!
Flaw: I ain't too smart, and I ain't got much personality.

LOCATIONS

- **The Hall of Domes.** This large, ornate, four-story building in the center of town is the seat of government. While it does have an armory and a dungeon, the Free Baron much prefers to use its meeting rooms, dining lounges, and Hall of High State. Any visitor or citizen is entitled to bring complaints before the Baron or her three Knights of Justice in the Hall of Domes.

CREATURE STATISTICS

ABJURER

Medium humanoid (any race), any alignment

Armor Class 12 (15 With Mage Armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saving Throws INT +8, WIS +5

Skills Arcana +8, History +8

Senses Passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Spellcasting. The abjurer is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The abjurer has the following wizard spells prepared:

Cantrips (at will): blade ward, dancing lights, mending, message, ray of frost

1st level (4 slots): alarm,* mage armor,* magic missile, shield*

2nd level (3 slots): arcane lock,* invisibility

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

4th level (3 slots): banishment,* stonework*

5th level (2 slots): cone of cold, wall of force

6th level (1 slot): flesh to stone, globe of invulnerability*

7th level (1 slot): symbol,* teleport

*Abjuration spell of 1st level or higher

Arcane Ward. The abjurer has a magical ward that has 30 hit points. Whenever the abjurer takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, the abjurer takes any remaining damage. When the abjurer casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

ADULT KRUTHIK

Medium monstrosity, unaligned

Armor Class 18 (Natural Armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft., burrow 20 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (-2)	12 (+1)	8 (-1)

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 11

Languages Kruthik

Challenge 2 (450 XP)

Keen Smell. The kruthik has advantage on Wisdom (Perception) checks that rely on smell.

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

Tunneler. The kruthik can burrow through solid rock at half its burrowing speed and leaves a 5-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The kruthik makes two stab attacks or two spike attacks.

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

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

ADULT OBLEX

Medium ooze, lawful evil

Armor Class 14

Hit Points 75 (10d8 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	16 (+3)	19 (+4)	12 (+1)	15 (+2)

Saving Throws INT +7, CHA +5

Skills Deception +5, Perception +4

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Prone

Senses Blindsight 60 ft. (blind beyond this distance), Passive Perception 14

Languages Common plus two more languages

Challenge 5 (1,800 XP)

Amorphous. The oblex can move through a space as narrow as 1 inch wide without squeezing.

Aversion to Fire. If the oblex takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Innate Spellcasting. The oblex's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components: 3/day each: charm person (as 5th-level spell), color spray, detect thoughts, hold person (as 3rd-level spell)

Sulfurous Impersonation. As a bonus action, the oblex can extrude a piece of itself that assumes the appearance of one Medium or smaller creature whose memories it has stolen. This simulacrum appears, feels, and sounds exactly like the creature it impersonates, though it smells faintly of sulfur. The oblex can impersonate 1d4 + 1 different creatures, each one tethered to its body by a strand of slime that can extend up to 120 feet away. For all practical purposes, the simulacrum is the oblex, meaning that the oblex occupies its space and the simulacrum's space simultaneously. The slimy tether is immune to damage, but it is severed if there is no opening at least 1 inch wide between the oblex's main body and the simulacrum. The simulacrum disappears if the tether is severed.

ACTIONS

Multiattack. The oblex makes one pseudopod attack and uses Eat Memories.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 5 (2d4) psychic damage.

Eat Memories. The oblex targets one creature it can see within 5 feet of it. The target must succeed on a DC 15 Wisdom saving throw or take 18 (4d8) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the greater

restoration or heal spell. Constructs, oozes, plants, and undead succeed on the save automatically.

While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes unconscious for 1 hour. The effect then ends.

When an oblex causes a target to become memory drained, the oblex learns all the languages the target knows and gains all its proficiencies, except for any saving throw proficiencies.

BANDERHOBB

Large monstrosity, neutral evil

Armor Class 15 (Natural Armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	11 (+0)	14 (+2)	8 (-1)

Skills Athletics +8, Stealth +7

Condition Immunities Charmed, Frightened

Senses Darkvision 120 ft., Passive Perception 12

Languages Common understands and the languages of its creator, but can't speak

Challenge 5 (1,800 XP)

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object if it is within 1 mile of the banderhobb.

Shadow Stealth. While in dim light or darkness, the banderhobb can take the Hide action as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the banderhobb can't use its bite attack or tongue attack on another target.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. *Hit:* 10 (3d6) necrotic damage, and the target must make a DC 15 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the banderhobb, which can use a bonus action to make a bite attack against the target.

Swallow. The banderhobb makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the creature is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the banderhobb, and it takes 10 (3d6)

necrotic damage at the start of each of the banderhobb's turns. A creature reduced to 0 hit points in this way stops taking the necrotic damage and becomes stable.

The banderhobb can have only one creature swallowed at a time. While the banderhobb isn't incapacitated, it can regurgitate the creature at any time (no action required) in a space within 5 feet of it. The creature exits prone. If the banderhobb dies, it likewise regurgitates a swallowed creature.

Shadow Step. The banderhobb magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make a bite or tongue attack.

CATOBLEPAS

Large monstrosity, unaligned

Armor Class 14 (Natural Armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	8 (-1)

Senses Darkvision 60 ft., Passive Perception 12

Languages --

Challenge 5 (1,800 XP)

Keen Smell. The catoblepas has advantage on Wisdom (Perception) checks that rely on smell.

Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

ACTIONS

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5–6). The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

CARRION CRAWLER

Large monstrosity, unaligned

Armor Class 13 (Natural Armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages --

Challenge 2 (450 XP)

Keen Smell. The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

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

KRUTHIK HIVE LORD

Large monstrosity, unaligned

Armor Class 20 (Natural Armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft., burrow 20 ft., climb 40 ft.

TR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	10 (+0)	14 (+2)	10 (+0)

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

Languages Kruthik

Challenge 5 (1,800 XP)

Keen Smell. The kruthik has advantage on Wisdom (Perception) checks that rely on smell.

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

Tunneler. The kruthik can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The kruthik makes two stab attacks or two spike attacks.

Stab. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Spike. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Acid Spray (Recharge 5–6). The kruthik sprays acid in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 22 (4d10) acid damage on a failed save, or half as much damage on a successful one.

MEENLOCK

Small fey, neutral evil

Armor Class 15 (Natural Armor)

Hit Points 31 (7d6 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +6, Survival +2

Condition Immunities Frightened

Senses Darkvision 120 ft., Passive Perception 14

Languages Telepathy 120 ft.

Challenge 2 (450 XP)

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 11 Wisdom saving throw or be frightened until the start of the creature's next turn.

Light Sensitivity. While in bright light, the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Teleport (Recharge 5–6). As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, and the target must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NILBOG

Small humanoid (goblinoid), chaotic evil

Armor Class 13 (Leather Armor)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

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

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

1/day: confusion

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

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

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

ACTIONS

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

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

REACTIONS

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

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (Breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5

Senses Passive Perception 12

Languages Any two languages

Challenge 1/8 (25 XP)

ACTIONS

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

REACTIONS

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

COUVILLION, DUQUETTE, AND LATENDRESSE

These elves are not wearing armor and have an AC of 11. They are not wielding melee weapons and cannot parry.

OBLEX SPAWN

Tiny ooze, lawful evil

Armor Class 13

Hit Points 18 (4d4 + 8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	14 (+2)	11 (+0)	10 (+0)

Saving Throws INT +4, CHA +2

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Prone

Senses Blindsight 60 ft. (blind beyond this distance), Passive Perception 12

Languages --

Challenge 1/4 (50 XP)

Amorphous. The oblex can move through a space as narrow as 1 inch wide without squeezing.

Aversion to Fire. If the oblex takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) psychic damage.

REDCAP

Small fey, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 45 (6d6 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +6, Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

ACTIONS

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

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CCC-GHC-BK02-03 Framed in Felshroun

RIDING HORSE

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses Passive Perception 10

Languages --

Challenge 1/4 (50 XP)

ACTIONS

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

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (Leather Armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses Passive Perception 15

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SIREN

Medium fey, chaotic good

Armor Class 14

Hit Points 38 (7d8 + 7)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	13 (+1)	14 (+2)	16 (+3)

Skills Medicine +4, Nature +3, Stealth +6, Survival +4

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP)

Amphibious. Siren can breathe air and water.

Innate Spellcasting. Siren's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components: 1/day each: charm person, fog cloud, greater invisibility, polymorph (self only)

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

ACTIONS

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Stupefying Touch. Siren touches one creature she can see within 5 feet of her. The creature must succeed on a DC 13 Intelligence saving throw or take 13 (3d6 + 3) psychic damage and be stunned until the start of Siren's next turn.

SU-MONSTER

Medium monstrosity, chaotic evil

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	9 (-1)	13 (+1)	9 (-1)

Senses Passive Perception 13

Languages --

Challenge 1 (200 XP)

ACTIONS

Multiattack. The su-monster makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, or 12 (4d4 + 2) slashing damage if the su-monster is hanging by its tail and all four of its limbs are free.

Psychic Crush (Recharge 5–6). The su-monster targets one creature it can see within 30 feet of it. The target must succeed on a DC 11 Wisdom saving throw or take 17 (5d6) psychic damage and be stunned for 1 minute. The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TANARUKK

Medium fiend (demon, orc), chaotic evil

Armor Class 14 (Natural Armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Skills Intimidation +2, Perception +2

Damage Resistances Fire, Poison

Senses Darkvision 60 ft., Passive Perception 12

Languages Abyssal, Common, Orc

Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The tanarukk makes two attacks: one with its bite and one with its greatsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

REACTIONS

Unbridled Fury. In response to being hit by a melee attack, the tanarukk can make one melee weapon attack with advantage against the attacker.

YETH HOUND

Large fey, neutral evil

Armor Class 14 (Natural Armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

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

Condition Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 60 ft., Passive Perception 11

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

Challenge 4 (1,100 XP)

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

Sunlight Banishment. If the yeth hound starts its turn in sunlight, it is transported to the Ethereal Plane. While sunlight shines on the spot from which it vanished, the hound must remain in the Deep Ethereal. After sunset, it returns to the Border Ethereal at the same spot, whereupon it typically sets out to find its pack or its master. The hound is visible on the Material Plane while it is in the Border Ethereal, and vice versa, but it can't affect or be affected by anything on the other plane. Once it is adjacent to its master or a pack mate that is on the Material Plane, a yeth hound in the Border Ethereal can return to the Material Plane as an action.

Telepathic Bond. While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, plus 14 (4d6) psychic damage if the target is frightened.

Baleful Baying. The yeth hound bays magically. Every enemy within 300 feet of the hound that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the hound's next turn or until the hound is incapacitated. A frightened target that starts its turn within 30 feet of the hound must use all its movement on that turn to get as far from the hound as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. A target that successfully saves is immune to the baying of all yeth hounds for the next 24 hours.

YOUNG KRUTHIK

Small monstrosity, unaligned

Armor Class 16 (Natural Armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	4 (-3)	10 (+0)	6 (-2)

Senses Darkvision 30 ft., Tremorsense 60 ft., Passive Perception 10

Languages Kruthik

Challenge 1/8 (25 XP)

Keen Smell. The kruthik has advantage on Wisdom (Perception) checks that rely on smell.

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

Tunneler. The kruthik can burrow through solid rock at half its burrowing speed and leaves a 2½-foot-diameter tunnel in its wake.

ACTIONS

Stab. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

YOUNG KRUTHIK

APPENDIX 1: BONUS OBJECTIVES

ENCOUNTER 2C: SARK ALLEY

Estimated Duration: 60 minutes.

PREREQUISITES

The adventurers must complete the **Call to Action** before beginning this episode.

OBJECTIVES

The objective is for the heroes to try to take another one of Yargalanthor's many lives before he kills too many of the common folk in this area. Once he kills three commoners, or if he is brought to 0 HP, his allies disappear in a shower of blue sparks and he jumps through a portal.

CREATURES/NPCs

The buffet is open and Yargalanthor is here to feast. He's taken the form of a large, stinky troll with glowing green eyes (use the **catoblepas** stat block).

Sark Alley is a narrow twisting alley with flea-ridden tenements, seedy taverns, and disreputable shops. Brawls and muggings are common. Yargalanthor has caused a ruckus and many **commoners** are out in the streets cheering the heroes on in the fight.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. Sark Alley varies from ten to twenty feet wide, but is filled with refuse piles, worn carts, and throngs of people for whom this fight is entertainment. Describe people and rooms characters see if they run through buildings. Most doors are already open. All are unlocked. Commoners will happily let heroes through their spaces.

Lighting. Sark Alley is brightly lit during the day and dimly lit by light spilling from the squalid buildings at night.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group. Yargalanthor always looks like a large, stinky troll with glowing green eyes, even if a different stat block is used. Yargalanthor brings in fey allies to help him at the higher difficulties.

- **Very Weak:** Replace the catoblepas with a carrion crawler.
- **Weak:** Replace the catoblepas with a meenlock.
- **Strong:** Add one meenlock
- **Very Strong:** Add two carrion crawlers.

Keep track of how many commoners Yargalanthor kills.

PLAYING THE PILLARS

COMBAT

If your party is tired or weak, consider having him start with having to charge his death ray, and only recharging it on a 6.

EXPLORATION

There is a smithy on this street. With a successful DC12 Wisdom (Perception) check a player can spot a crucible of molten lead that can be spilled on Yargalanthor for 6d6 damage.

SOCIAL

The crowd of commoners can be swayed with a successful DC 12 Charisma check to help in the fight against Yargalanthor.

ENCOUNTER 2D: LORNDRAGON LANE

Estimated Duration: 60 minutes.

PREREQUISITES

The adventurers must complete the **Call to Action** before beginning this episode.

OBJECTIVES

The objective is for the heroes to try to take another one of Yargalanthor's many lives before he does too much property damage.

CREATURES/NPCs

Yargalanthor has come back in the form of a Black Dog, a fey creature with an evil reputation that looks like a large dog with red glowing eyes and spikes in its fur (use the **Kruthik Hive Lord** stat block). Once he kills four **commoners**, or if he is brought to 0 HP, his allies disappear in a shower of blue sparks and he jumps through a portal.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. Lorndragon Lane is the haughtiest Felshrounian address, lined with fancy restaurants, dealers of fine home furnishings, expensive perfumeries, and high-fashion clothiers.

The streets are wide and have elegant gardens and fountains. Some doors are open and most are unlocked during business hours. A few are locked and require successful DC 10 Dexterity (Thieves' Tools) to unlock.

Lighting. Lorndragon Lane is brightly lit day and night. There are continual flame streetlamps that provide adequate light.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group. Yargalanthor always looks like a black dog, even if a different stat block is used at the lower difficulties. Yargalanthor brings in fey allies to help him at the higher difficulties.

For some parties, the kruthik hive lord might have too high an armor class, or too many hit points. Adjust as needed.

- **Very Weak:** Replace the kruthik hive lord with four young kruthik.
- **Weak:** Replace the kruthik hive lord with an adult kruthik and a young kruthik.
- **Strong:** Add an adult kruthik.
- **Very Strong:** Add two adult kruthik.

Keep track of how many commoners **Yargalanthor** kills.

PLAYING THE PILLARS

COMBAT

Yargalanthor is interested in causing property damage as well as killing commoners. Be sure to describe racks of fine furs being destroyed and showrooms of expensive furniture being trashed.

EXPLORATION

Several of the shops have security gates that come down in front of shop windows. Clever characters can use a gate to do 4d8 piercing damage to Yargalanthor.

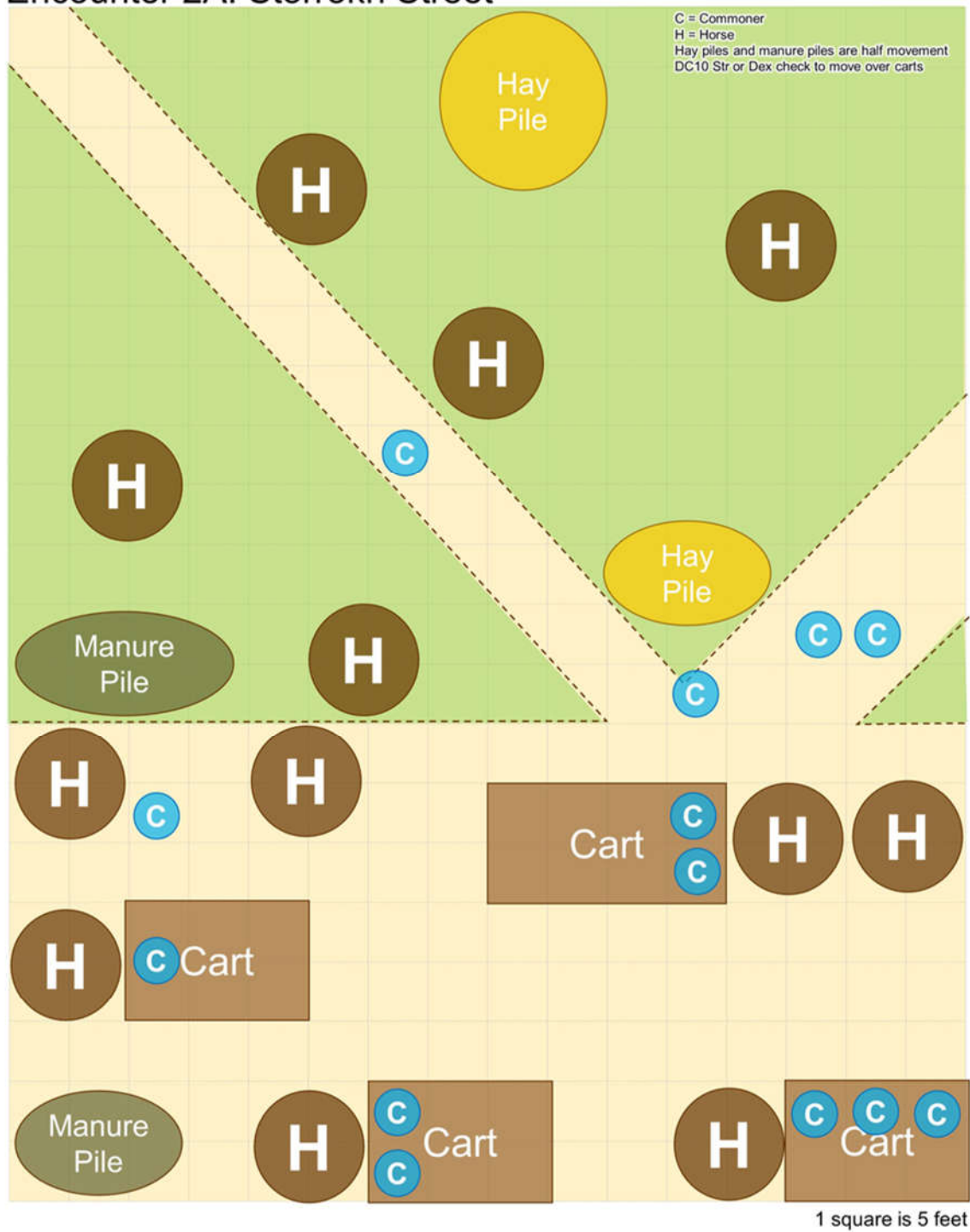
SOCIAL

The shop owners in this area have **guards**. With good persuasion and a successful DC 12 Charisma check, the heroes can enlist their aid.

APPENDIX 2: DM MAPS



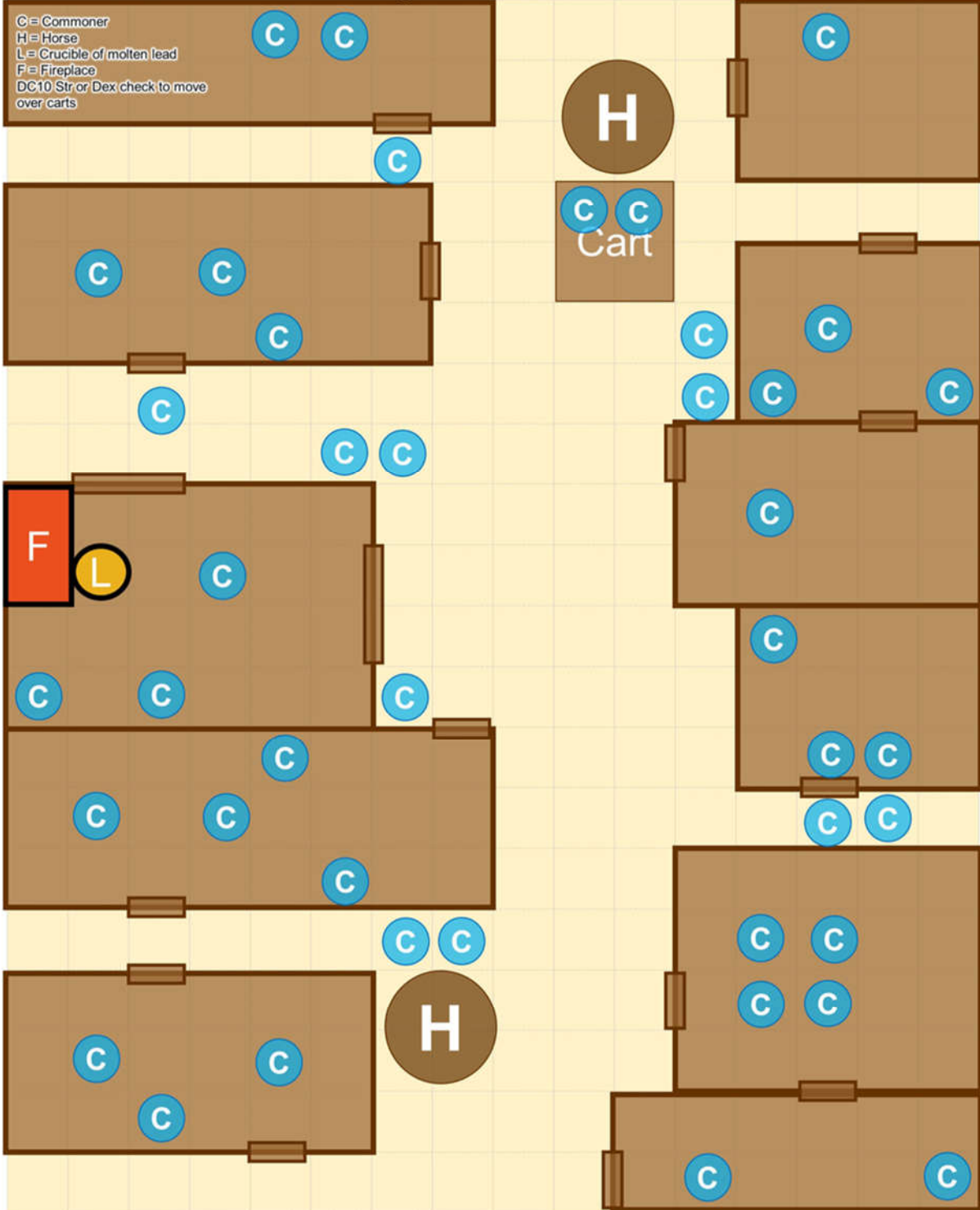
Encounter 2A: Storrokh Street



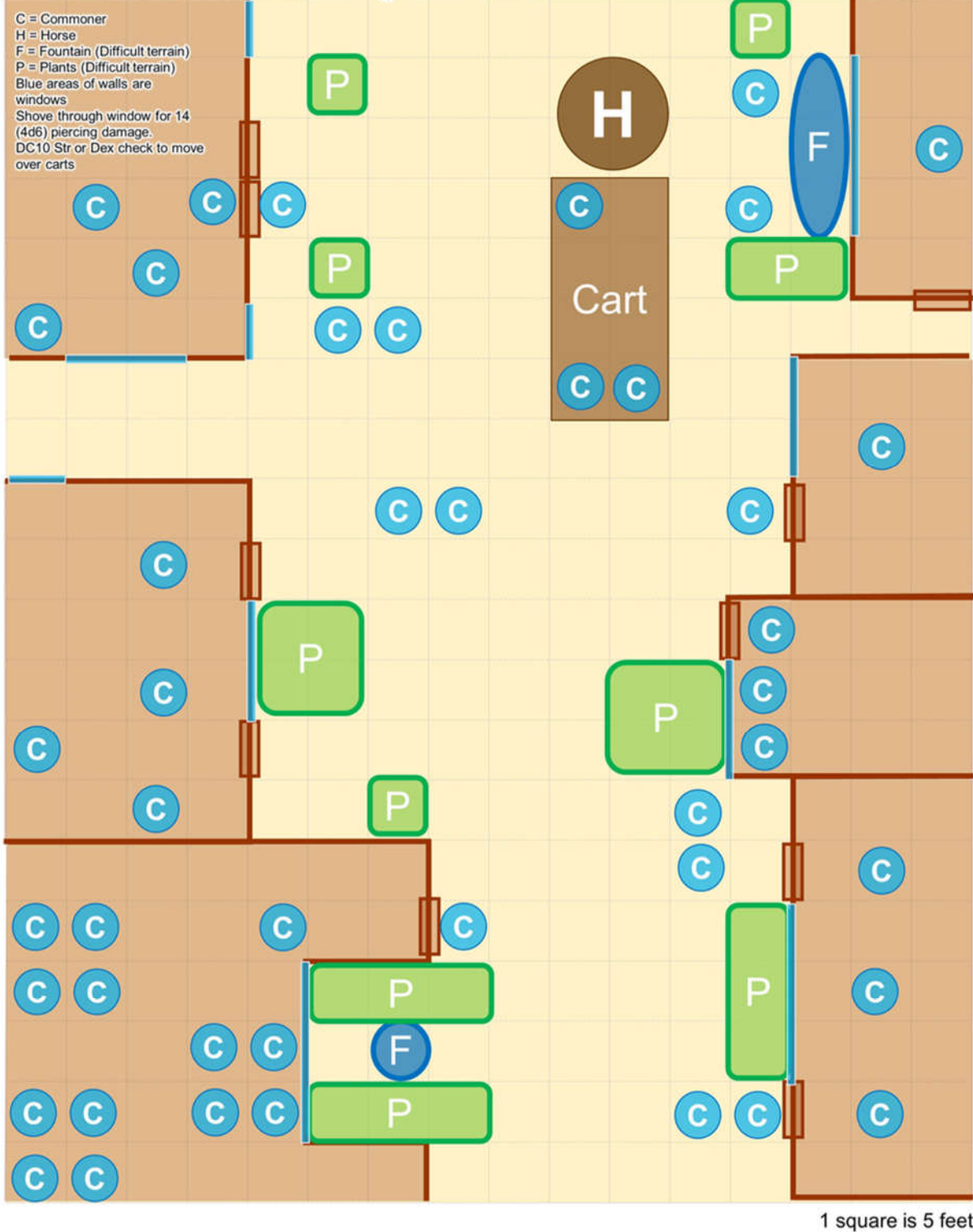
Encounter 2B: Baraedur Lane



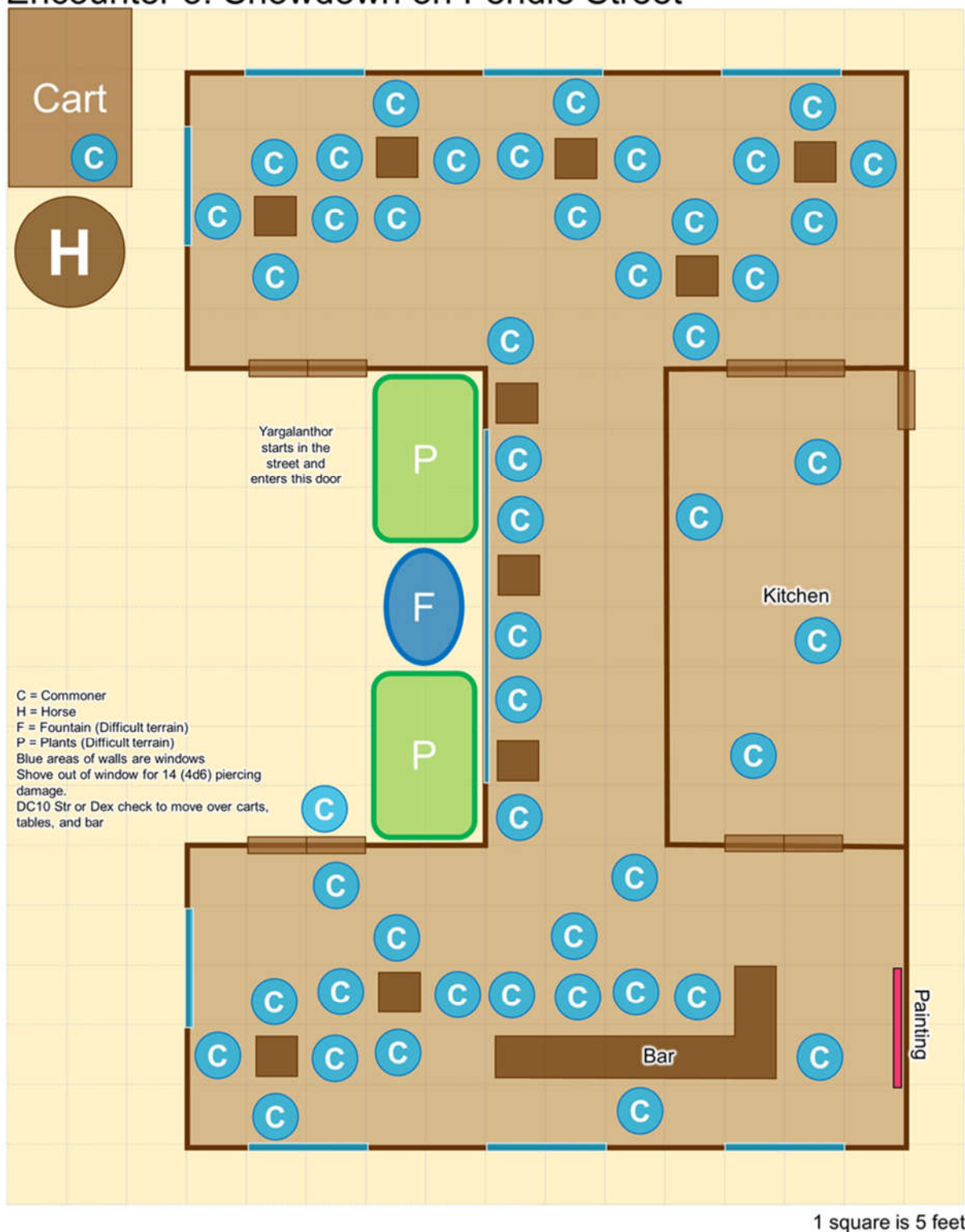
Encounter 2C: Sark Alley



Encounter 2D: Lorndragon Lane



Encounter 3: Showdown on Fendle Street



APPENDIX 3: PLAYER HANDOUTS



APPENDIX 4: 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

CLOAK OF THE MANTA RAY

Wondrous item, uncommon, table B

While wearing this cloak with its hood up, you can breathe underwater, and you have a swimming speed of 60 feet. Pulling the hood up or down requires an action.

A thick velvet cloak that is black on the outside, and white with a few black splotches on the inside, with a tall collar with long collar points

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

CONSUMABLES

POTION OF HEALING

Potion, uncommon

You regain 2d4 + 4 hit points when you drink this potion.

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

APPENDIX 5: DUNGEON MASTER TIPS

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

NEW TO D&D ADVENTURERS LEAGUE?

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

NEW TO THE BORDER KINGDOMS STORYLINE?

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

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

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

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

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

ADJUSTING THIS ADVENTURE

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

Determining Party Strength

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

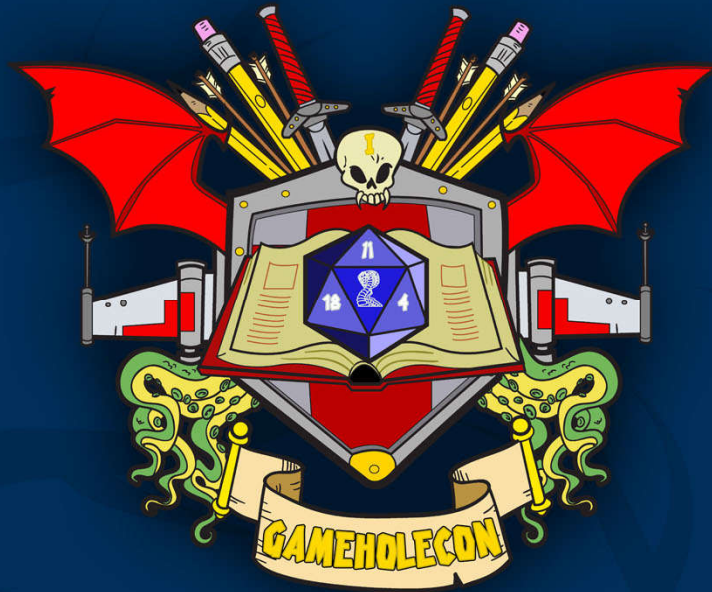


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