



IN THE DEAD OF KNIGHT



**A 2-hour to 4-hour Border Kingdoms
adventure for characters of 5th - 10th level**

CCC-GHC-BK2-7

Adventure Tier: 2

Optimized For: APL 8

Version: 1.0



IN THE DEAD OF KNIGHT

When a young prince's parents are kidnapped, it is the characters who answer the call for help. Can they learn the hidden truth before it's too late or will they join countless other unfortunate souls, forgotten and dead in fetid swamp waters?

A Two-Hour to Four-Hour Adventure for Characters of 5th – 10th Level



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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.”

Border Kingdoms content at the DMs Guild

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.

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.

The border kingdoms



ADVENTURE PRIMER

WELCOME TO IN THE DEAD OF KNIGHT, 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 are lead to believe they are helping a young boy find his parents, but they are unknowingly in the service of a death knight and his evil plans.

BACKGROUND

Years ago, a wizard stood before the death knight **GENDRIN** and his allies. The wizard prevailed, although Gendrin escaped. The death knight's allies were not as fortunate, being trapped in a magical prison shaped like a small cube.

The wizard hid the cube and the key in different places, hoping to keep Gendrin from freeing his allies. Through the years, Gendrin has recovered the cube and located the key, however, it is warded in such a way that he cannot retrieve it himself.

Gendrin has decided to use adventurers as his tools for recovering the key. To do so, he disguised himself as a young noble and put out an open call for help. As the adventure begins, the characters are answering that call.

EPISODES

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

CALL TO ACTION

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play during several sessions, you'll want to revisit the **Call to Action** each time you play. The **Call to Action** can be found in Episode 1, as follows:

- **Episode 1: A Prince in Need.** The characters are summoned to the keep of the prince name Gendrin Shisk and learn of the calamity which has befallen him.

STORY OBJECTIVES

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

- **Episode 2: A Hopping Fun Time.** The characters must defeat a frogemoth to recover a key Gendrin needs. This is **Story Objective A**.
- **Episode 3: Good Knight My Love.** When the key is returned to Gendrin, the characters activate a device triggering a trap. If they survive, they are certainly in for a big surprise. This is **Story Objective B**.

BONUS OBJECTIVES

This adventure also includes **two optional bonus objectives** that the characters can pursue if they have extra time — each taking one additional hour to play.

- **Bonus Objective A: Ahhhh! Get it Off Get it Off!!** The characters are ambushed while traveling through the swamp but have a chance to learn valuable information.
- **Bonus Objective B: You Look Puzzled.** The characters must solve several puzzles to recover the key they seek and escape with their lives.

EPISODE SEQUENCE

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

HOW WILL YOU PLAY?

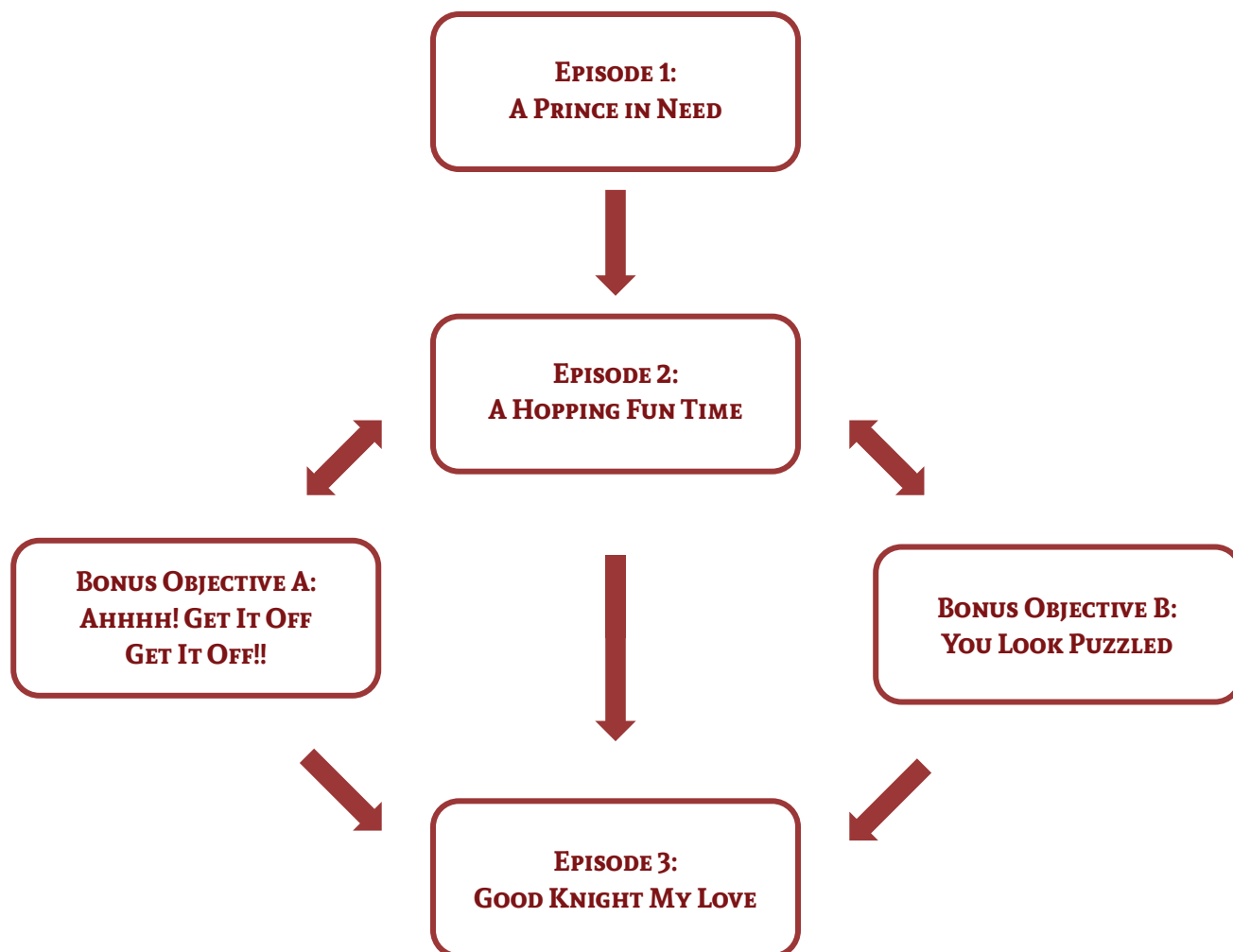
The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately two hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Main Objective Only. To complete the adventure's main objective, the characters participate in Episodes 1 through 3 in order; however, you may include the opportunity to pursue bonus objectives.

Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives, which branch off of **Episode 2**.

ADVENTURE FLOWCHART

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



EPISODE 1: A PRINCE IN NEED (CALL TO ACTION)

Estimate Duration: 10 minutes

As the adventure begins, the characters are approaching Shisk Keep, which is located in Dapplegate, a town on the north-eastern edge of the Border Kingdom of Bedorn. They have come in answer to an open call for adventurers put out by the young prince Gendrin Shisk.

SCENE A. SEEKING AID

In this scene, Gendrin Shisk asks the characters for help rescuing his parents who were recently kidnapped. Upon arriving, they are greeted by his butler and escorted to the top floor of the keep.

A young, extravagantly dressed boy sits at a table with a closed box before him.

AREA INFORMATION

The keep has the following features:

Dimensions and Terrain. The room is 60-feet square and adorned with a cherry wood dining table and eight chairs. Two windows on each wall let in the sunlight and provide a magnificent view of Dapplegate and the nearby surrounds.

Lighting. There is bright light provided by the a score of lamps and the open windows.

Sounds. The calls of songbirds can be heard through the windows.

GENDRIN SHISK

The young master of the keep is a 16-year-old boy named Gendrin Shisk. He heaps praise on his visitors, speaking of their great deeds before turning to the business at hand: the kidnapping of his parents.

Objectives/Goals. Gendrin wishes to secure the help of the characters in rescuing his parents, and is polite, but he is impatient to see the party begin.

What Does He Know? Someone has kidnapped his parents, and he suspects a rival family. His parents, wizards in their own right, long ago gifted him a device that can be used to summon them, however, to activate the device he will need a key. The key is guarded by a terrible beast called a froghemoth and he cannot recover it. He can provide general directions to the beast's lair, which is in a nearby swamp.

QUESTIONS AND ANSWERS

Gendrin can provide any of the following information as well.

- Gendrin's parents are Lela and Toban Shisk.
- They have been missing for about a week, but Gendrin wasn't sure who to contact about helping them.
- The device looks like a small cube with a slot in the top for inserting a key, the key is somewhere in the froghemoth's lair.
- The lair is a cave in the middle of the swamp and should not be difficult to locate. The beast will have to be defeated if the key is to be recovered.

GENDRIN'S TRUE NATURE

Gendrin is, of course, not actually a 16-year-old child, but rather a **death knight**. As a 19th-level spellcaster, his magic is sufficient to foil any attempts the characters may employ to see through his illusions. Furthermore, he is genuinely impatient for them to face the froghemoth and recover the key.

CALL TO ACTION

The characters are asked to help rescue the parents of Gendrin Shisk by recovering a key from the lair of a froghemoth in a nearby swamp.

EPISODE 2: A HOPPING FUN TIME (STORY OBJECTIVE A)

Estimated Duration: 50 minutes

Resources: Map A. Froghemoth's Lair (Appendix 3)

In this episode, the characters enter the swamp and make their way to the froghemoth's lair where they must defeat the creature and recover the key.

SCENE B. THE SWAMP

The swamp is a short distance northeast of Dapplegate, and the characters know their destination is somewhere near its center.

A HOPPING FUN TIME

If you are intending to run **Bonus Objective A**, do so while the characters are traversing the swamp.

AREA INFORMATION

The swamp has the following features:

Lighting. Twilight conditions mean all Perception and Investigation checks relying on sight are made with disadvantage.

Sounds. The natural sounds of a swamp are everywhere: rustling trees, chirping insects, croaking frogs, slithering beasts, etc.

FINDING THE CAVE

To reach the cave, ask the characters to make four successful DC 15 Wisdom (Survival) checks. If two or more checks fail, each character must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion.

THE CAVE

Long ago, a wizard trapped allies of the death knight in the device and then hid the key within this cave, warding it with magic to keep the death knight out.

SCENE C. THE CAVE

Having reached the froghemoth's lair, the characters must defeat the creature and then find a hidden chamber holding the key they seek.

A dark hole marks the cave you seek. Twisted, slimy vines provide a means of descent.

AREA INFORMATION

The cave has the following features.

Dimensions and Terrain. The cave is 70 feet high and vines which can be climbed with a successful DC 10 Strength (Athletics) check reach to its floor.

Lighting. Dim light filters in from above near the opening, but the rest of the cave has no light.

Smells. Manure and rotting algae permeates the air.

In the cave, a **froghemoth** and three **mud mephits** lurk and attack anyone entering. The mud mephits target spellcasters while the froghemoth attacks those that are going after it.

ADJUSTING THIS ENCOUNTER

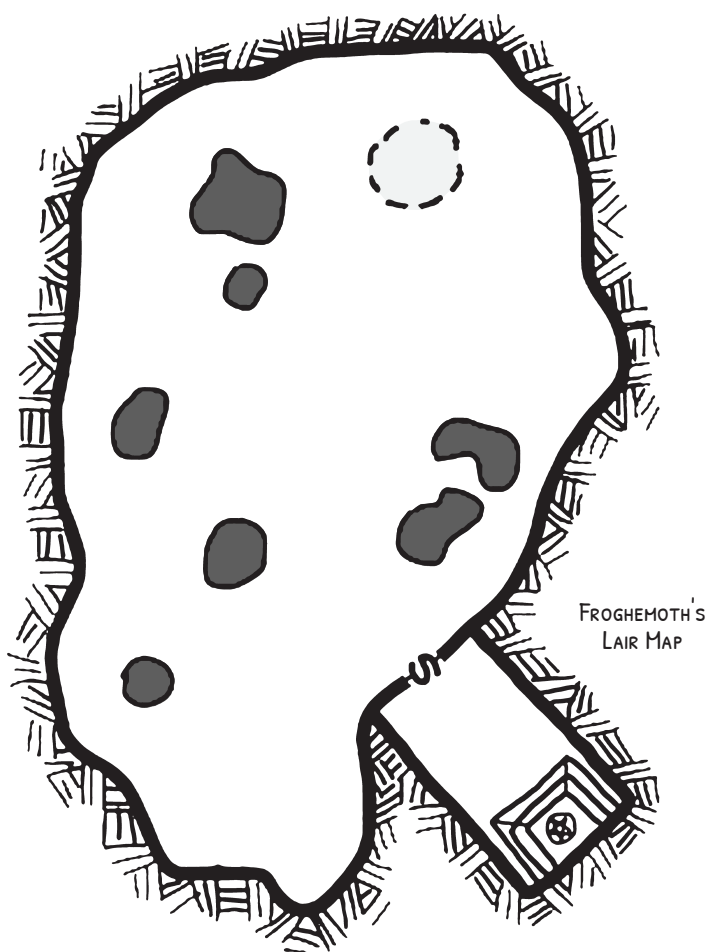
Here are some suggestions for adjusting this encounter.

- **Very Weak:** Remove the **mud mephits**.
- **Weak:** Remove two **mud mephits**.
- **Strong:** Add two **mud mephits**.
- **Very Strong:** Add three **mud mephits**.

FINDING THE KEY

The secret door requires a successful DC 17 Wisdom (Perception) check to locate and a successful DC 16 Strength (Athletics) check to open.

If you intend to run **Bonus Objective B**, do so as the characters locate the secret door. If you are not, the key is easily recovered from the chamber.



BONUS OBJECTIVE A: AHHHH! GET IT OFF GET IT OFF!!

Estimated Duration: 60 minutes

Resources: Map C. Clearing (see **Appendix 3**)

In this section, the characters are ambushed by bullywugs while traversing the swamp and have an opportunity to learn about the frogemoth lair.

BONUS OBJECTIVE A

Survive the attack and learn what the bullywugs know of the frogemoth lair.

PREREQUISITES

The characters participate in this scene during their travel through the swamp in **Episode 2, Scene B**.

SCENE E. AMBUSHED

While trekking through the swamp, the characters locate a clearing convenient for a short break. While resting, they are ambushed.

AREA INFORMATION

The swampy clearing has the following features:

Dimensions and Terrain. The whole area is difficult terrain because of the swamp water. The clearing is surrounded by dense foliage which further reduces movement by half again (effectively lowering movement to $\frac{1}{4}$).

Lighting. The whole area is dim light by sunlight filtering into the clearing.

Smells/Sounds. The swamp is much smellier than usual, a sign of the occupants. The only sounds that there are around are the sounds of insects and the rustling of trees and winds.

CREATURES

This battle includes two **catoblepas**, one **basilisk** and five **bullywugs**, all of whom recognize they are comfortable in the swamp and that the characters are not.

Tactics. The bullywugs target spellcasters, attempting to get into melee with them and disrupt their spellcasting while the basilisk sticks to the trees, targeting foes near the edge of the clearing, and the catoblepas charge headlong into the fray.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter.

- **Very Weak or Weak:** Remove one **catoblepas**.
- **Strong:** Add one **basilisk**.
- **Very Strong:** Add one **catoblepas** and two **basilisk**.

TREASURE

The bullywug have two *potions of healing* and a *potion of cold resistance*. Additionally, they can direct the characters to the frogemoth lair, describe the general layout of the area, and know that mud mephits lair there with the frogemoth.

BONUS OBJECTIVE B: YOU LOOK PUZZLED

Estimated Duration: 60 minutes

In this scene, the door to the room which contains the key is locked and trapped. To open the door, the characters must defeat the trap.

BONUS OBJECTIVE B

Open the door.

PREREQUISITES

The characters participate in this scene after completing **Episode 2, Scene C**.

SCENE F. LOCKED DOOR

The secret door requires a successful DC 17 Wisdom (Perception) check to locate. It cannot be opened until the first puzzle has been solved.

PUZZLE 1. THE WORD

On the east wall next to the secret door are the words “Right Two” next to the letters D P M E. The letters are malleable and can be changed, moved or repositioned.

SOLVING PUZZLE 1

The key to this puzzle is realizing that the word “FROG” can be spelled by going two places to the right in the alphabet from each of the letters written on the wall.

- “D” becomes “F”
- “P” becomes “R”
- “M” becomes “O”
- “E” becomes “G”

To solve the puzzle, the characters must change the letters and arrange them to write the word “FROG” on the wall.

PUZZLE 2. THE BUTTON

As soon as the word “FROG” is spelled out, a large green button appears on the west wall next to the door and a booming voice begins counting down from 10. Pressing the button causes the voice to restart its countdown.

SOLVING PUZZLE 2

To solve this puzzle, the characters must allow the countdown to reach “0,” at which time the following events occur:

- The phrase “Right Two” is replaced by “The password is” on the east wall.
- A *magic mouth* appears above the door and asks, “What is the password?” in a booming voice.

PUZZLE 3. THE TRICK

The magic mouth talks conversationally with the characters, although it will not reveal the key to opening the door. It does, however, find it highly amusing when they answer its query of “What is the password?” with “Frog.”

SOLVING PUZZLE 3

To overcome this puzzle, the characters must get the *magic mouth* to speak the password. It will do so, if asked, but will not reveal this fact to the characters. Once solved, it congratulates them and the door slides open.

PUZZLE 4. THE KICK

The door slides open to reveal a chamber where the key rests upon a padded pedestal.

While the characters can simply pluck the key from its resting place, doing so triggers a trap.

SOLVING PUZZLE 4

To safely remove the key, the characters must replace it with an item of the same weight (this can be deduced with a successful DC 15 Intelligence (Investigation) check which also identifies the weight of the key (two pounds). If they fail to do this, the trap triggers.

If the trap triggers, the magic mouth says, “You better start running!” and the room begins to collapse. All characters must make a total of three DC 16 Dexterity saving throws, taking 12 (4d6) bludgeoning damage for each failed save, or half as much on a successful one. Anyone in the room with the key must make four saves to escape the collapsing cavern.

EPISODE 3: GOOD KNIGHT MY LOVE (STORY OBJECTIVE B)

Estimated Duration: 60 minutes

Resources: Map B. Keep Basement (see **Appendix 3**).

The characters return to Gedrin's keep with the key. They are escorted to a basement room where Gedrin waits with the device.

SCENE D. FREE AT LAST

In this scene, the device is activated, unleashing the wizard's final guardians upon the characters.

AREA INFORMATION

The basement room has the following features.

Dimensions and Terrain. The room is empty except several floating torches and the device. The device rests upon a gem-studded pedestal in an inset stone circle.

Lighting. The entire room is lit up by magical torches that flare to life as the characters descend the basement staircase.

Smells/Sounds. The basement smells of nothing but dust. When the portal opens, there emanates from it the sounds of screaming, cries for help and the growling of terrible beasts.

Sights. After the key is inserted into the device, a swirling portal appears, casting a dull purple light.

OPENING THE DEVICE

Gedrin hastens the characters to the pedestal where the device rests, asking them to open it. As soon as they insert the key, the wizard's final magical trap is triggered. The following events occur:

- Two translucent figures begin to materialize near the cube. Their form shimmers and shifts, making it difficult to identify them.
- A swirling portal pops into existence, bathing the entire basement in purple light. Moments later, an **adult white dragon** swoops out of it, attacking anyone it sees.

RUNNING THE BATTLE

On initiative count 20, always losing ties, if the dragon is still alive, the following events occur:

- **Round 1.** A **hydra** lumbers from the portal, joining the dragon against the characters.
- **Round 2.** Chilly fog spills from the portal, filling the basement and causing it to become lightly obscured.
- **Round 3.** Jagged ice shards fall from the ceiling, striking up to three creatures underneath that the dragon can see within 120 feet of it. The dragon makes one ranged attack roll (+7 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.
- **Round 4.** The floor within 20 feet of the portal ices over, subjecting the area to the effects of a *grease* spell.
- **Round 5.** Freezing fog fills a 20-foot-radius sphere centered on a point the dragon can see within 120 feet. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must make a DC 10 Constitution saving throw, taking 10 (3d6) cold damage on a failed save or half as much damage on a successful one. A creature that ends its turn in the fog takes 10 (3d6) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog lasts until the dragon dies.

Any ongoing effects above end when the dragon is defeated.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter.

- **Very Weak or Weak:** Remove the **hydra**.

CONCLUSION

As soon as the monsters are defeated, the two figures that were trapped in the device solidify for a moment, then vanish altogether.

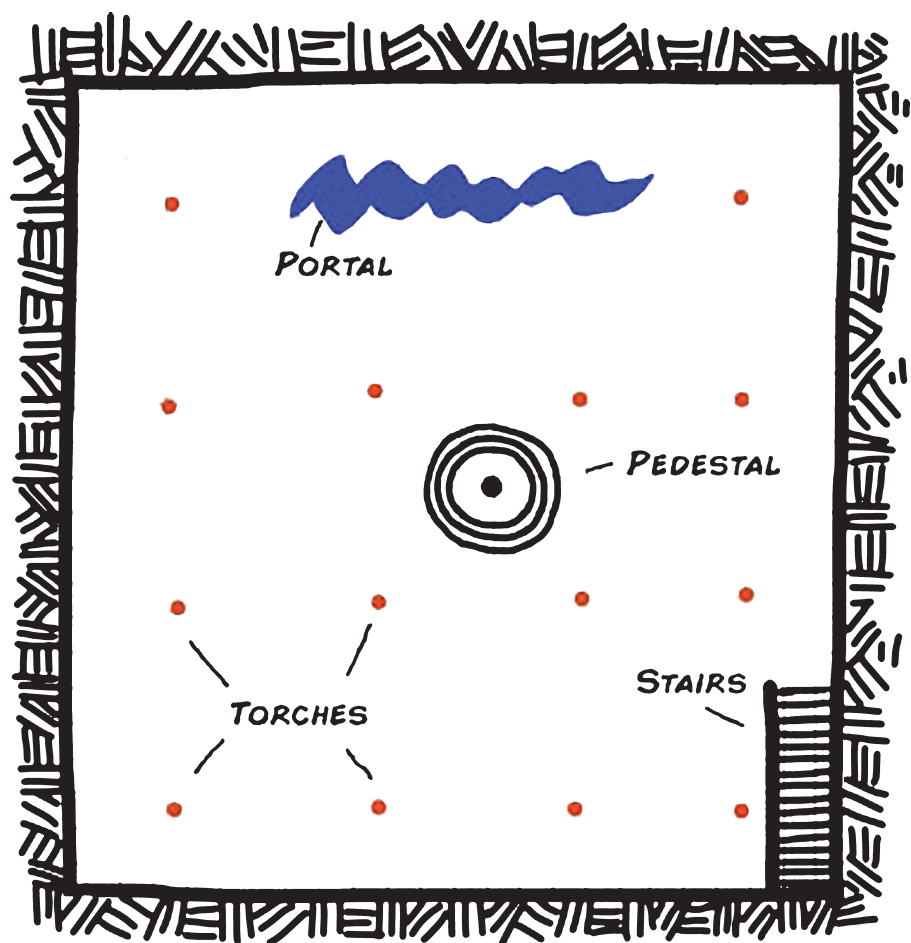
Gendrin thanks the characters for helping him, removing his hat and handing it to the nearest character. He then smiles and winks, and his entire form begins to shimmer and change as his illusion drops. First he grows taller, then his flesh turns gray before falling away entirely until he is nothing but a skeleton wearing a suit of armor.

"Thank you so much for assisting me and my associates. They were trapped in there for a long time and you have released them. You have done us all a huge favor."

Gendrin, now in his true death knight form, smiles and laughs. With his wicked laughter still in their ears, the adventure ends.

TREASURE

The hat which Gendrin gifted the characters is a *hat of disguise*.



KEEP
BASEMENT
MAP

ADVENTURE REWARDS

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

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

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

GOLD

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

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

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 6: Player Rewards**.

- *Hat of Disguise*

CONSUMABLE MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 6: Player Rewards**.

- *Potion of healing. (2)*
- *Potion of cold resistance.*

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.

APPENDIX 1: LOCATIONS & NPCs

The following NPC features prominently in this adventure.

- **Gendrin Shisk.** Gendrin is a death knight, but while masquerading as a young prince, he affects the following traits:

Personality: Gendrin only cares about getting his parents back and is thankful for the characters for coming but tries to get the characters on the road as soon as possible.

Ideal: Change. The low are lifted up and the high and mighty are brought down. Change is the nature of things.

Bond: Nothing is more important than the other members of my family.

Flaw: He is afraid of bears, bigoted and overly dramatic. But tries to hide it from the characters.

APPENDIX 2: CREATURE STATISTICS

ADULT WHITE DRAGON

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +11, Wis +6, Cha +6

Skills Perception +11, Stealth +5

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 13 (10,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) 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 14 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.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

BASILISK

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

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

BULLYWUG

Medium humanoid (bullywug), neutral evil

Armor Class 15 (hide armor, shield)

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	7 (-2)	10 (+0)	7 (-2)

Skills Stealth +3

Senses passive Perception 10

Languages Bullywug

Challenge 1/4 (50 XP)

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its spear.

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

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

FROGHEMOTH

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Con +9, Wis +5

Skills Perception +9, Stealth +5

Damage Resistances fire, lightning

Senses darkvision 60 ft., passive Perception 19

Languages —

Challenge 10 (5,900 XP)

Amphibious. The froghemoth can breathe air and water.

Shock Susceptibility. If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

ACTIONS

Multiattack. The froghemoth makes two attacks with its tentacles. It can also use its tongue or bite.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage,

and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth and takes 10 (3d6) acid damage at the start of each of the froghemoth's turns.

The froghemoth's gullet can hold up to two creatures at a time. If the froghemoth takes 20 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. The froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth and the froghemoth can make a bite attack against it as a bonus action.

HYDRA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

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

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 8 (3,900 XP)

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

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

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

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

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

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

ACTIONS

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

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

MUD MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 20 ft., swim 20 ft.

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

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 1/4 (50 XP)

Death Burst. When the mephrit dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's next turn.

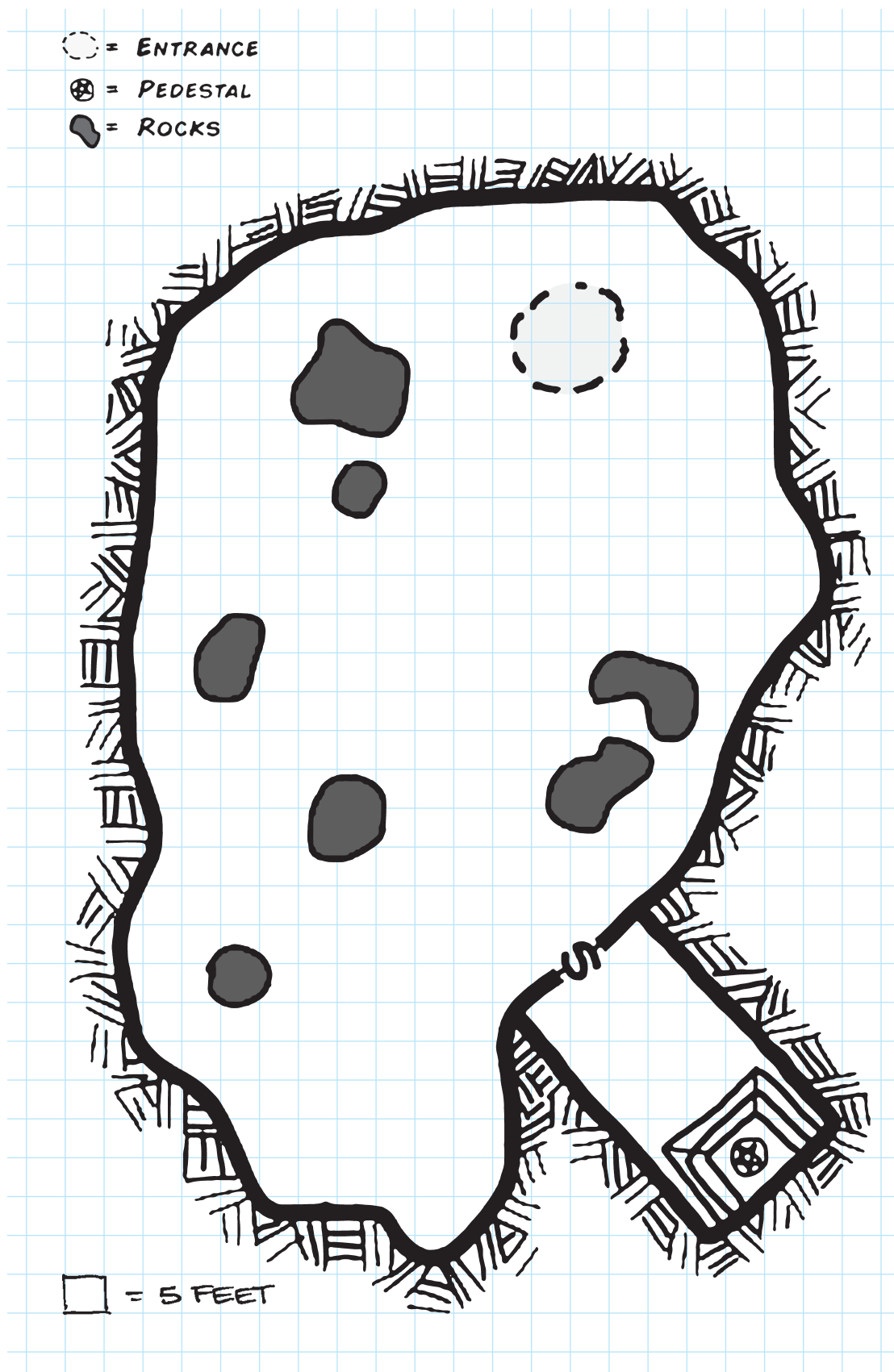
False Appearance. While the mephrit remains motionless, it is indistinguishable from an ordinary mound of mud.

ACTIONS

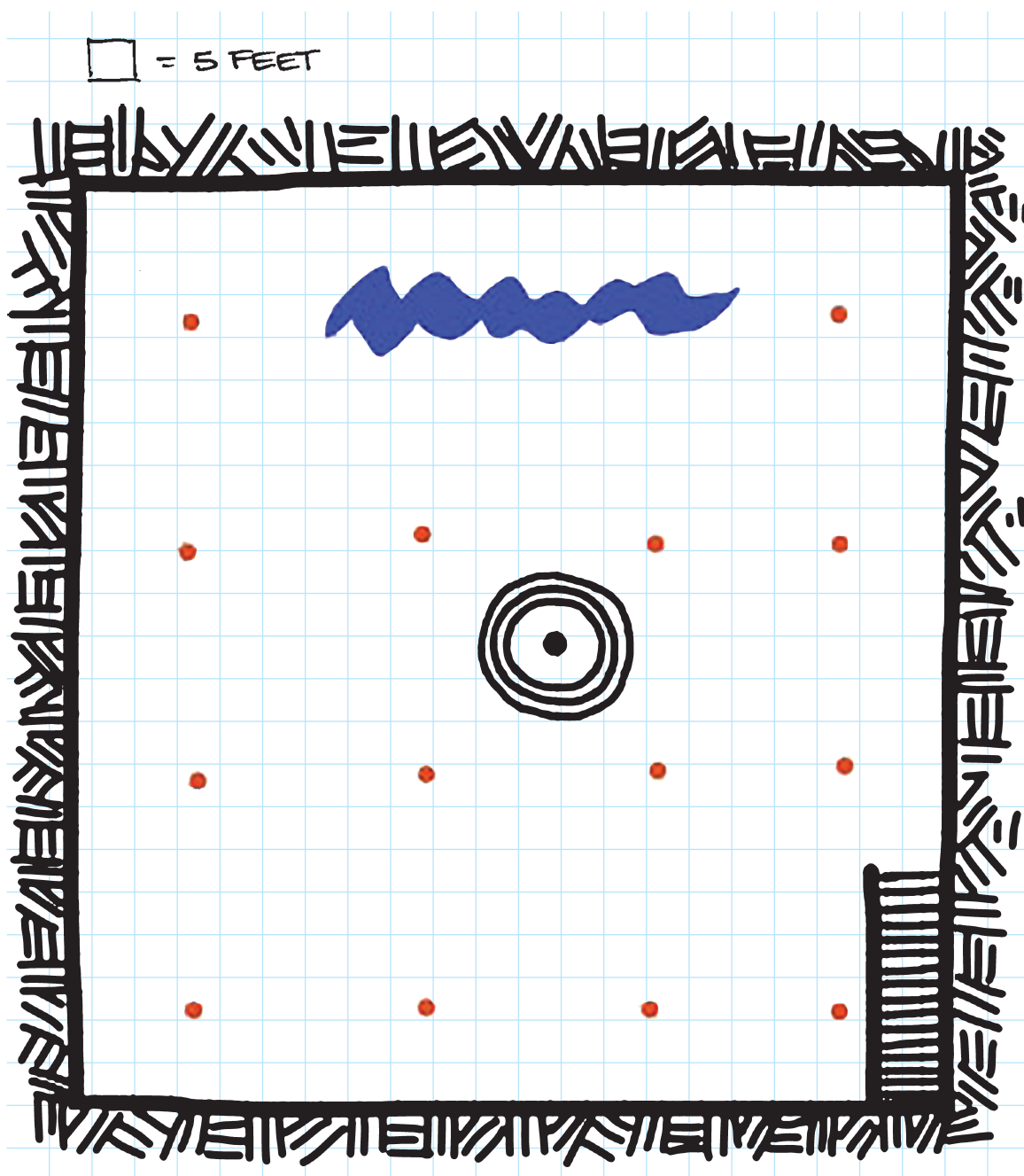
Fists. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Mud Breath (Recharge 6). The mephrit belches viscid mud onto one creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained 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.

APPENDIX 3: FROGHEMOTH'S LAIR MAP



APPENDIX 4: KEEP BASEMENT MAP



APPENDIX 5: CLEARING MAP



APPENDIX 6: PLAYER REWARDS

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

MAGIC ITEM(S)

HAT OF DISGUISE

Wondrous item, uncommon (requires attunement)

While wearing this hat, you can use an action to cast the disguise self spell from it at will. The spell ends if the hat is removed.

This specific hat is a three-pointed hat with a long green feather stuck in it.

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

CONSUMABLES

POTION OF HEALING

Potion, common

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

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

POTION OF COLD RESISTANCE

Potion, uncommon

When you drink this potion, you gain resistance to cold damage for 1 hour.

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

APPENDIX 7: 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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Gamehole Con is the largest tabletop gaming convention in the upper Midwest. Tabletop gamers from around the country gather each November in Madison, WI for this carnival of gaming. The convention features role-playing games, board games, fantasy and historical miniature gaming, and collectible card games. Gamehole Con is for the fantasy and adventure tabletop gaming enthusiast. It features the best guests in the industry, an unbelievable Dealer Hall, and of course, lots and lots of gaming! If you are a tabletop gaming fan, do not miss Gamehole Con!

