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Scales of Justice

A Moonsea Adventure



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Lyrezix the Gleaming has watched over the village of Volla for thirteen generations. When she fails to show up for a festival in her honor, the townspeople grow worried. It's up to a hearty band of adventurers to discover what happened to their beloved dragon.

A Two-Hour Adventure for Tier 1 Characters. Optimized for APL 3.

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Didn't Have Time to Prep?

Here's how to quick-start this adventure.

Read the Background and Episode summaries on this page. Run each Episode in order, taking time to read each Scene before running it. Note that in the last Episode (**Episode 3**), you're running **either** Scene A **or** Scene B; not both!

- For thumbnail location descriptions and NPC personalities, refer to **Appendix 1: Locations and NPCs**.
- If the adventure goes off the rails, consult the **DM Tips: Troubleshooting** sidebar at the end of the Adventure Primer.

Adventure Primer

"It's not like Lyrezix to miss her own festival. This is the first time in thirteen generations she hasn't come to let us honor her."

—Odrif Grig, Mayor of Volla

Background

For thirteen generations, the village of **Volla** has been watched over by **Lyrezix the Gleaming**, an adult bronze dragon who makes her home on the southern cliffs of the Moonsea (between Elmwood and Mulmaster). Recently, an ambitious hobgoblin captain by the name of **Morkang** has succeeded in stealing Lyrezix's egg and has blackmailed her into submission.

Alarmed by the disappearance of their protector, the Volla villagers have sent the party to Lyrezix's lair to attempt a rescue. The heroes must sneak past, evade, or simply run from the hobgoblin's allies, who guard the switchback that leads down the **Keelbreaker Cliffs** to Lyrezix's cave. Once there, they find that Lyrezix is well, but she cannot act against her hobgoblin watchers in the fear that they will destroy her egg. Freeing Lyrezix from her gaolers isn't enough; they must also rescue her egg, guarded by the hobgoblin devastator **Heyraf**.

Morkang has ransacked Lyrezix's hoard, shipping treasure across the Moonsea to the hobgoblin town of Glip Dak to fund a warband. All that are left are a few coins and a *helm of comprehending languages*, which Morkang wears to ensure that neither his allies nor his enemies can have secret conversations in front of him. Should Morkang be defeated, a grateful Lyrezix will offer the party the helm as a reward.

Episodes

The adventure's story is spread over **three episodes** and takes approximately **two hours** to play. The adventure begins *in medias res*, with the party

approaching a band of hobgoblins guarding a path down the Keelbreaker Cliffs.

- **Episode 1: The Keelbreaker Cliffs.** After avoiding, fighting, or otherwise dealing with the guards on the cliffs, the party must make their way down the dangerous switchbacks to Lyrezix's cave.
- **Episode 2: The Lair of Lyrezix.** The party must defeat the hobgoblins guarding Lyrezix's cave in order to seek her counsel. Here, they discover that the mighty Lyrezix's egg has been stolen. **This is Story Objective A.**
- **Episode 3: A Daring Rescue.** The party must either rescue Lyrezix's egg from its hiding place or make their way through the hobgoblin camp to distract Morkang long enough for Lyrezix to find the egg herself. **This is Story Objective B.**

Bonus Objectives

This adventure includes two bonus objectives that the characters can pursue if they have additional time to do so - earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: The Volla Road.** Morkang's band has caused unrest in the area, making the road from Volla dangerous to travel. The party must make the road safe, and on the way they may gather some information about their main objective. This bonus objective is found in **Appendix 7**.
- **Bonus Objective B: Rally the Villagers.** The party must convince the villagers to come help them distract Morkang's camp during the rescue of Lyrezix's egg. They must persuade the people into risking life and limb for their beloved Lyrezix's freedom. This bonus objective is found in **Appendix 8**.

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 2 hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Story Objectives Only. To complete the both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by one- or two- hours by utilizing the bonus objectives provided in the appendices. **Bonus Objectives A and B** can be completed at any time before **Episode 3**, if the party decides to return to Volla for aid or supplies. **Objective A** could instead be ran as a prelude to **Episode 1**, as the party travels to the Keelbreaker Cliffs for the first time.

DM Tips: Troubleshooting

It's possible the PCs do something completely unexpected, forcing a DM to think on their feet. Here are some possible scenarios in which things could go off the rails, and ways a DM might get the adventure back on track. These are suggestions only; as always, do what's best for your game.

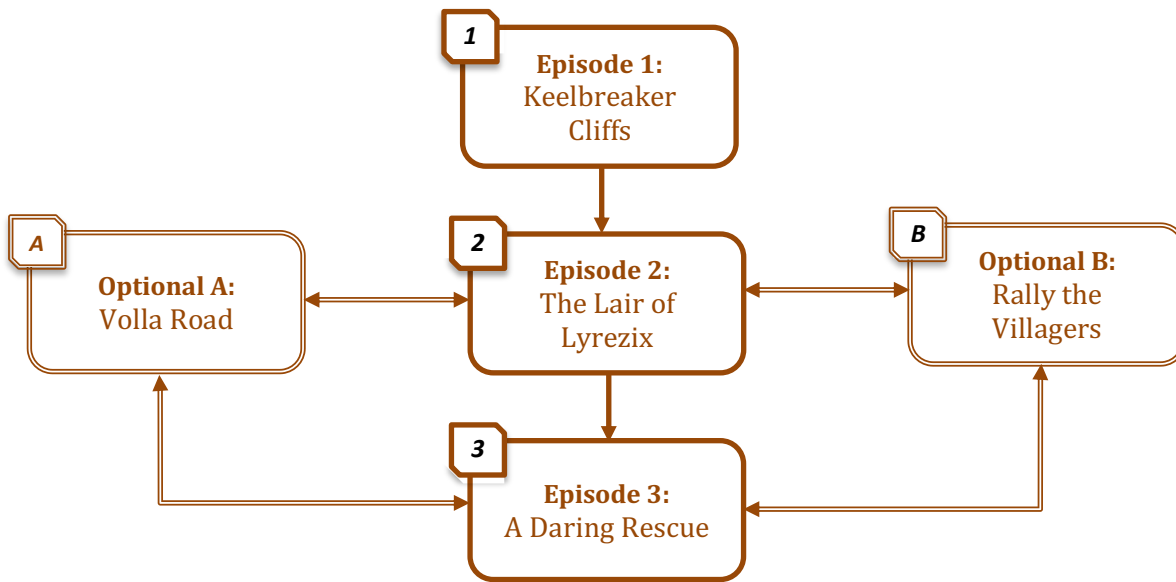
- **The PCs return to Volla before talking to Lyrezix.** In this case, the villagers implore them to go back and see if they can reach the dragon and talk to her directly. If the PCs ask the villagers for aid, you can run **Appendix 8: Rally the Villagers**.
- **The PCs hunt for the egg before talking to Lyrezix.** Whether the party defeats Heyraf or Heyraf escapes with the egg, Lyrezix still wants the PCs help in attacking the hobgoblin camp. The dragon keeps the hobgoblin forces occupied while the PCs hunt down Captain Morkang and his bodyguards.
- **The PCs enter the hobgoblin camp before talking to Lyrezix.** Wise PCs run from the camp after learning the scale of the threat. Very lucky PCs sneak in and out, gathering valuable information about Morkang's plans and the location of the egg. Unlucky PCs are captured.

The PCs are captured by the hobgoblins. Captured PCs have a chance to escape. Maybe they can convince Yx the goblin (from **Appendix 7: The Volla Road**) to help them, when she sneaks in to steal their food. Failing that, Morkang ransoms them back to Volla in exchange for the town's most valuable treasure: the bronze scale gifted to the town by Lyrezix herself. After returning to Volla in disgrace, the party has an opportunity to try again to aid Lyrezix.

- **The PCs attack Lyrezix.** Lyrezix is more than happy to take her frustrations out on the party. She can't attack Morkang's forces, but the PCs are fair game. Still, she'll try not to kill them, knocking them unconscious and turning them over to Morkang. (See "The PCs are captured by hobgoblins", above.) The PCs have no chance to kill Lyrezix; should they somehow reduce her to half HP, she gives them a disappointed look, turns into a sparrow, and flies away.
- **The PCs team up with Captain Morkang to conquer the southern Moonsea.** If the party manages to bluff their way into Morkang's war camp, he devises a way to test their loyalty. He tells them he no longer trusts Heyraf, and sends the party to kill her and retrieve the egg. In the confusion, Lyrezix swoops in, retrieves her egg, and flies off. Furious at losing the egg, Morkang and his bodyguards hunt down the party.
- **The PCs split up.** Splitting the party is never a good idea but is sometimes unavoidable. If a combat goes sideways, half the party might be forced to run, leaving the other PCs to be captured. Switch attention between both groups as best you are able, trying to move the story along for each group. Players separated from the rest of the group can temporarily play NPCs, animal companions, familiars, and the like, until the party is reunited.

Episode Flowchart

This section provides 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: Keelbreaker Cliffs

Estimated Duration: 45 minutes.

DM Tips: Falling

Should a character be at risk of tumbling down the cliffs, give the PCs ample opportunity to save themselves or each other. If all rescue attempts fail and a character plummets into the water below, they are knocked unconscious instead of taking falling damage. They regain consciousness at the beginning of **Scene B**, as they are washed into Lyrezix's lair. They gain one level of exhaustion and are miserably wet but are otherwise unharmed.

Scene A: Past the Guards

The way to the Keelbreaker Cliffs is guarded by a small hobgoblin band, which the party must somehow overcome in order to reach the switchbacks leading to Lyrezix's lair.

Area Information

Use the map in **Appendix 3**. This area has the following features:

Dimensions and Terrain. Grassy steppes overlook the Keelbreaker Cliffs, a rocky series of switchbacks leading down to the Moonsea far below.

Lighting. The hazy grey overcast of an autumn morning.

Weather. Cold and overcast, with the remnants of chill morning mist nipping at nose and cheeks.

Creatures/NPCs

An outlying band of four **hobgoblins** guard the entrance to the switchbacks. They're not used to seeing any action, and so rather than keeping watch, the party finds them casting dice made of bones for gold.

Objectives/Goals. The hobgoblins are charged by Morkang with keeping anyone but his forces from accessing the switchbacks leading to Lyrezix's lair. Mostly, they want to pass the time with as little boredom as possible.

What do they know? They know Morkang has some hold over Lyrezix, but don't know what. They know the number of hobgoblins guarding Lyrezix's lair, and about the grick further down the switchbacks. They know you have to offer the grick a bit of meat to keep it from attacking.

Getting Past the Guards

To get past the hobgoblin guards and make it to the switchbacks, the party must either fight or sneak

past the hobgoblins. Since they're distracted with their game, it's possible to catch them by surprise or sneak past.

Adjusting the Scene

Here are some suggestions for adjusting this scene.

- **Weak or Very Weak:** Only two **hobgoblins** guard the switchback. They surrender when they both are reduced to half hit points, or when one is defeated.
- **Strong or Very Strong:** In addition to the four **hobgoblins**, four **goblins** are hidden near the switchback, keeping watch. They are not distracted. If they notice the party, they pepper them with arrows while sounding the alarm.

Treasure & Rewards

Grick-feeding stick, spare meat, bone dice.

DM Tips: Total Party Kill

PCs reduced to zero HP in this scene are knocked unconscious, and don't need to make death saves. If the hobgoblins defeat the party, either by cutting them down or forcing them to surrender, they strip the PCs of their weapons, armor, and valuables, and throw their bodies off the cliff. The PCs regain consciousness as they are washed into Lyrezix's lair with one level of exhaustion; see "DM Tips: Falling" above. Lyrezix can help the PCs regain their gear at the end of **Episode 2**.

Scene B: Down the Cliffs

The way down the Keelbreaker Cliffs is treacherous and steep. A series of narrow switchbacks create the path to Lyrezix's lair. On one side is the steep cliff rising up to the steppes. On the other, a long drop to the Moonsea far below.

Area Information

This area has the following features:

Dimensions and Terrain. A wind-weathered rocky cliff, with dizzying heights and sudden, treacherous depths. The party takes a beating from the constant wind, and any misstep could result in a dangerous fall.

Lighting. The hazy grey overcast of a cold autumn day.

Weather. The biting wind is icy coming off the Moonsea.

Creatures/NPCs

A **grick** lives in a deep crevice on the cliff and feeds off of whatever it can catch passing by. The hobgoblin guards had a grick feeding stick they stuck meat on the end of to feed the grick as they passed by. Without the stick (or meat to feed it with), the party has to fight the grick to get past.

Objectives/Goals. To survive, primarily by attacking anything that comes past it on the switchbacks.

What do they know? A goblin got too close to the grick's crevice; the grick took the goblin's hand, and the map it was holding. Two goblin fingers and a crumpled up piece of parchment are stuck in the grick's teeth. The parchment shows a simple map leading from Morkang's camp to an X to the east (the location of the stolen egg, though the adventurers won't know that at this time).

Treasure & Rewards

Map to Lyrezix's egg.

Episode 2: The Lair of Lyrezix

Estimated Duration: 45 minutes.

Story Objective A

Defeating the guards at Lyrezix's cave, and figuring out what happened to her, is Story Objective A.

Scene A: The Dragon's Gaolers

Lyrezix's cave is guarded by a few hobgoblins, who must be overcome so that the players can meet Lyrezix and find out what happened to her. Her egg has been stolen, and she's being blackmailed into inaction while the hobgoblins ransack the area.

Area Information

Use the map in **Appendix 4**. This area has the following features:

Dimensions and Terrain. At the bottom of the Keelbreaker Cliffs, a cave opens up, and there lies Lyrezix the Gleaming's coastal lair. The cave is damp and cold but protected from the wind that howls constantly through the rocks like the wailing of the dead.

Lighting. Eerie grey daylight bleeds in through the mouth of the cave, but most of it is cast in perpetual darkness.

Weather. Cold and windy, with gouts of sea spray hitting the rocks and raining down on the party in massive white plumes.

Creatures/NPCs

Four **hobgoblins** and one **goblin** guard the entrance to Lyrezix's cave. The hobgoblins are crouched behind outcroppings further back in the cave, trying to keep watch while staying out of the wind. A large hide drum is sitting at the cave mouth; the goblin has crawled inside it for a nap. The party must defeat or sneak past the guards in order to get an audience with Lyrezix.

Objectives/Goals. The hobgoblins want to guard Lyrezix's cave from outsiders. The goblin's job is to beat the signal drum, alerting Morkang and Heyraf if there's a problem. Should a fight break out, the hobgoblins shout at the goblin, trying to wake it.

What do they know? They know that Lyrezix's egg has been stolen. They don't know where it's hidden, but they know that the hobgoblin devastator Heyraf is guarding it.

Adjusting the Scene

Here are some suggestions for adjusting this scene.

- **Weak or Very Weak:** If it looks like the PCs are losing, Lyrezix turns against her captors to help the party.
- **Strong or Very Strong:** Add two **hobgoblins**. Lyrezix does not interfere unless it's clear the party is going to win.

DM Tip: Lyrezix's Gambit

If you're running short on time, Lyrezix can turn against her captors as soon as the PCs appear, instantly ending the fight. She's gambling that the PCs can help her find her egg before Morkang finds out.

Scene B: Lyrezix's Plight

This is a roleplay and exploration scene where the players figure out a plan to rescue Lyrezix's egg. If they fought the grick and got the map from inside it, locating the egg is easy. Otherwise, the adventurers have to use their skills (Investigation, Nature, etc.) to locate the cave where the egg is hidden.

Area Information

This area has the following features:

Dimensions and Terrain. Lyrezix's lair is damp and cold but protected from the wind that howls constantly through the rocks like the wailing of the dead.

Lighting. Eerie grey daylight bleeds in through the mouth of the cave, but most of it is cast in perpetual darkness.

Weather. Cold and windy, with gusts of sea spray hitting the rocks outside the cave.

Creatures/NPCs

Lyrezix, an **adult bronze dragon**. Large and stoic, she towers above the party, but her good nature ensures she won't harm them unprovoked. She needs them to rescue her egg, and she's quite desperate for the help as only a worried mother can be.

Objectives/Goals. Discuss the situation amongst the party and with Lyrezix and determine a course of action to rescue the egg.

What do they know? Any hobgoblins left alive can be questioned to gather clues as to the egg's location. Lyrezix knows the area, and she might be of some help.

Locating the Egg

Inside the mouth of the grick is a map to the location of Lyrezix's egg. Without the map, the party must make a DC 15 group check to figure out the egg's location. Each player rolls only once, choosing either from the options below or pursuing any reasonable course of investigation.

- A DC 15 Intelligence (Nature) check helps narrow down what sort of hiding places are likely to be in the region. With her knowledge of the area, Lyrezix can grant advantage to this check.
- If any of the guards are left alive, a DC 15 Charisma (Deception, Intimidation, or Persuasion) check can get them to tell the character what direction the

egg is, based on what direction Morkang travels when he visits Heyraf.

- With a DC 15 Intelligence (Arcana or Investigation) check, a character can calculate how far away both Morkang and Heyraf would have to be in order for them to both hear the signal drum. If they find out there's a similar drum in Morkang's camp (by asking a guard about the drums, perhaps), it allows them to triangulate, granting advantage to this check.
- Lyrezix paces back and forth during the conversation, malnourished and anxious. A Wisdom (Insight or Medicine) check, along with soothing words, helps settle her. Beating a DC 15 on such a check calms her enough that she recalls overhearing useful information from her hobgoblin captors. She recalls mention that Heyraf needed block and tackle and a rope ladder, suggesting that she hid the egg is in a crevasse in the grasslands. If the party is somehow able to feed Lyrezix a full meal suitable for a large dragon, this check has advantage.
- A brave character climbing back up the switchback to the grasslands can attempt a DC 15 Wisdom (Survival) check to look for tracks, estimating where the egg might be hidden based on where the hobgoblins have been. This check has advantage if it's been less than an hour since the party first fought hobgoblins.

If half or more of the party succeeds at the group check, they are able to successfully discern the egg's hiding place. Crevices in the grasslands atop the cliffs sometimes open into hidden caves. The egg is located in a nearby crevice. A relieved Lyrezix suggests that the party retrieve the egg while she deals with Morkang (**Episode 3, Scene A**).

If more than half the party fails the group check, an impatient Lyrezix insists that she can find the egg herself, but needs the party's help to distract Morkang. Her fear is that Morkang soon discovers that Lyrezix is free and signals Heyraf to destroy the egg. The party must stop Morkang before that happens (**Episode 3, Scene B**).

Treasure & Rewards

Lyrezix gives the party a *spell scroll of fog cloud* to help in either rescuing her egg or distracting Morkang. Morkang had overlooked the scroll when he pillaged Lyrezix's hoard, as Lyrezix had hidden it in a crevasse high in the rocky cave wall. The leather scroll case is actually a *horn of silent alarm*. Lyrezix instructs the party to use the horn to signal her when the egg is safe, or when they need her help.

Episode 3: A Daring Rescue

Estimated Duration: 30 minutes.

Story Objective B

In this episode, the PCs either rescue Lyrezix's egg, or distract Morkang and his horde while Lyrezix hunts for the egg herself, depending on whether or not the PCs have figured out where the egg is hidden.

Scene A: Deal with a Devastator

If the party found the location of the egg, Lyrezix asks them to rescue it while she deals with Morkang. If the party did not discover the location of the egg, run **Episode 3: Scene B**, instead.

Area Information

This area has the following features:

Dimensions and Terrain. The grassland above the cliffs is battered by hard winds off the Moonsea, and the air is cold as dark rain clouds appear in the distance. One of the many crevices above the cliffs opens into a hidden cave, where Lyrezix's egg lies.

Lighting. Dim overcast from a cold autumn day.

Weather. Cold and windy, with the promise of rain lurking on the horizon.

Creatures/NPCs

Heyraf, the **hobgoblin devastator**. She's dressed in robes, wielding a quarterstaff.

Objectives/Goals. Guard Lyrezix's egg for Morkang. She has been ordered to keep it intact, but if she thinks all is lost, she might harm it out of spite.

What do they know? Heyraf knows the layout of Morkang's camp, as well as the schedule for his patrols. This knowledge may not be relevant with Lyrezix laying waste to the camp from the air while the PCs liberate the egg.

Heyraf's Gambit

The party can try and fight Heyraf to rescue the egg, but the crafty devastator is willing to switch sides if it seems like Lyrezix and the party are going to win. Ultimately, the only one she's loyal to is herself.

DM Tip: Fighting Heyraf

A hobgoblin devastator is a terrifying opponent for a low-level party. Fortunately for the PCs, Heyraf is willing to talk if

the party opens negotiations. If an all-out fight ensues, here are some suggestions for running and adjusting this scene.

- **Weak or Very Weak:** Heyraf fears (correctly) that Lyrezix is no longer a prisoner. She keeps her powerful 3rd and 4th level spells in reserve, nervously watching the skies for an angry dragon to appear. She's willing to negotiate to save her hide. In a pinch, she'll cast *fly* to escape.
- **Average:** Heyraf keeps her 4th level *ice storm* spell in reserve for Lyrezix. She's concerned about causing a cave-in, so avoids casting *fireball*, *lightning bolt*, or *thunderwave*. She's willing to use her 3rd level spell slots to cast her other damaging spells at a higher level, such as *magic missile*, *Melf's acid arrow*, and *scorching ray*.
- **Strong:** Heyraf keeps her 4th level *ice storm* spell in reserve for Lyrezix. She's willing to target the party with any and all of her other spells.
- **Very Strong:** Heyraf pulls out all the stops in combat.

Heyraf is willing to surrender if the fight is going badly for her, offering both the egg and her potion of growth in exchange for her freedom. Should Heyraf defeat the PCs, she leaves them for dead and flees with the egg.

DM Tip: Dealing with Devastation

One way to help the PCs survive Heyraf's most devastating spells is to give them a full round of warning that something dangerous is coming. Well before Heyraf's turn (ideally, immediately after her last turn), foreshadow what spell she'll be casting next by describing the surge of magical energy, the spark of fire/lightning/frost at her fingertips, and so forth. She can even shout something along the lines of, "Fools! None have yet survived my storm of ice!" Canny PCs take the hint and dive for cover, granting them advantage on their next saving throw. Also, instead of rolling for damage, you can use average damage for her spells, or even choose a set damage value lower than average. You can even have her spells deal minimum damage, if you need to.

Treasure & Rewards

Heyraf has on her person a *potion of growth*. The PCs can either take it off her body, or if they bargain with her, she barter it for safe passage away from the area.

Scene B: The Fall of Morkang

If the party failed to locate the egg, then Lyrezix proposes Plan B: the adventurers distract Morkang while Lyrezix hunts for the egg herself.

Area Information

Use the map in **Appendix 5**. This area has the following features:

Dimensions and Terrain. The grassland above the cliffs is battered by hard winds off the Moonsea, and the air is cold as dark rain clouds appear in the distance.

Lighting. Dim overcast from a cold autumn day.

Weather. Cold and windy, with the promise of rain lurking on the horizon.

Morkang's Camp. Concealed between two hills, the camp houses fifty or so goblinoids. The hobgoblins have taken over an abandoned farmstead. Morkang has taken pains to keep the camp hidden, restricting the use of open flame. Hobgoblins and goblins are hard at work expanding the size of the camp, anticipating hundreds more hobgoblins arriving from across the Moonsea. As such, Morkang's soldiers are stretched thin.

Creatures/NPCs

Morkang, the **hobgoblin captain** is in his tent, along with two **hobgoblin** bodyguards. Morkang is ruthless and driven, bent on looting Lyrezix of her hoard. He has no intention of returning her egg to her even if she does act in good faith. In and around the camp itself are a score each of **hobgoblin** and **goblin** followers who are ready to defend the camp.

Objectives/Goals. Loot all of Lyrezix's treasure and take her egg to sell on the black market.

What do they know? Morkang knows where Lyrezix's treasure is; he's already sent most of it across the Moonsea. He knows where her egg is kept, as well as the layout of his camp and the schedule of his patrols.

Let This Be Our Final Battle

The party need only distract Morkang long enough for Lyrezix to find her egg. The PCs can try to distract him with an all-out assault on the camp. This isn't a wise choice since the party would be severely outnumbered. Skirmishes on the edge of the camp is another strategy they could employ. If the party is stealthy enough, they might be able to sneak into the camp and catch Morkang in his tent, keeping him occupied until Lyrezix completes her task.

Adjusting the Scene

Here are some suggestions for adjusting this scene.

- **Very Weak:** Use the **hobgoblin** stat block for Morkang. Remove one **hobgoblin** bodyguard.
- **Weak:** Remove both **hobgoblin** bodyguards.
- **Strong or Very Strong:** Add two **hobgoblin** bodyguards.

Treasure & Rewards

Morkang wears a *helm of comprehending languages* looted from Lyrezix's hoard.

Aftermath

How the adventure concludes is determined by how successful the party was in rescuing Lyrezix's egg.

Egg Rescued, Morkang Defeated. Morkang is defeated and the egg is rescued, a perfect plan perfectly executed. Lyrezix returns her egg to her lair, defeats Morkang's ships at sea to reclaim her hoard, and attends the festival in Volla in her honor, resuming her place as the village's guardian.

Egg Rescued, Morkang Escapes. Lyrezix returns her egg to her lair, which is empty now that Morkang has escaped with all her treasure. Still, the greatest treasure of all is her unhatched child, and though Lyrezix is disgruntled about losing her shinies, she attends the festival in her honor in Volla and continues to be the village's guardian.

Pyrrhic Victory. Morkang is defeated, but the egg is lost or destroyed. Lyrezix leaves her lair to search for her egg, or retreats into mourning. Either way, the village loses their longtime guardian.

Bonus Objective A Completed. The road from Volla is now safe to travel, and normal commerce and trade has been restored.

Bonus Objective B Completed. The villagers help the party distract Morkang and his camp while Lyrezix rescues her egg, making it possible to take on the camp with significantly less personal risk to life and limb.

Adventure Rewards

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

Advancement Checkpoints

The characters receive an advancement checkpoint for each completed **main objective**, as follows:

- **Story Objective A:** Discover what happened to Lyrezix the Gleaming.
- **Story Objective B:** Assist Lyrezix in rescuing her egg, either by defeating Heyraf or distracting Morkang.

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each bonus objective that they complete, as follows:

- **Bonus Objective A:** Make the Volla road safe.
- **Bonus Objective B:** Rally the Volla villagers to Lyrezix's aid.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure unlock:

Helm of comprehending languages. This silver helm from Lyrezix's horde was made by Elvish magic and is set with an opal. While the helm is being used to cast *comprehend languages*, the opal glows.

Horn of silent alarm. This item appears to be nothing more than a sturdy leather scroll tube, and if used as such, is watertight. The horn's blare is accompanied by the sound of rustling pages.

These items can be found in **Appendix 9**.

Consumable Magic Items

Characters might obtain the following consumable magic items. Any items not used during the adventure can be kept and distributed as the party sees fit. In addition, these consumable magic items are also unlocked for every character.

Spell scroll of fog cloud. This scroll, cracked with age, is inscribed with the *fog cloud* spell. When the scroll is spent, it dissolves into salt.

Potion of growth. This potion is held in a crude iron bottle. The bottle is stamped with a dragon rampant, the crest of the hobgoblin town of Glip Dak.

These items can be found in **Appendix 9**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

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

Appendix 1: Locations & NPCs

The following NPCs and locations feature prominently in this adventure.

Captain Morkang. A hobgoblin captain who has stolen Lyrezix the Gleaming's egg, stolen her treasure, and send it across the Moonsea to fill his war coffers. He and his followers stop at nothing to get rich off the bronze dragon's fortune.

Personality: I'm ambitious, driven, and ruthless.

Ideal: I am entitled to what I can take.

Bond: I am devoted to treasure, power, and war.

Flaw: My arrogance blinds me to my weaknesses.

Devastator Heyraf. A hobgoblin devastator who works for Captain Morkang guarding the egg he stole from Lyrezix the Gleaming. She is powerful, independent, and respects strength above all else. She has aligned herself with Captain Morkang solely because, at this time, he is the most powerful player on the board.

Personality: I'm cunning, cruel, and selfish.

Ideal: Strength is power, and power is all.

Bond: I am deeply attached to my own personal safety.

Flaw: Loyal only to myself, I have no true allies.

Lyrezix the Gleaming. An adult bronze dragon, Lyrezix was injured as a hatchling and nursed back to health by the people of Volla. In return, once she grew strong, she declared herself the guardian of Volla, and she has made it her business to keep the village safe. Recently, she stopped coming around because Captain Morkang, the hobgoblin, stole her egg to win her cooperation. She sorely misses the people of Volla, but she won't do anything to put her egg at risk, and that includes leaving her lair.

Personality: I'm fiercely loyal and deeply loving.

Ideal: Loyalty and goodness in all things.

Bond: I'll always protect my young.

Flaw: When my egg is compromised, so am I.

Mayor Odrif Grig. A middle-aged man with thinning hair and a bit of an ale belly. He's the thirteenth mayor of Volla since Lyrezix the Gleaming was nursed back to health by his ancestor, Jesik Grig. He's the keeper of the tradition of celebrating Lyrezix and overseeing an annual festival in her honor. Lyrezix is more than the town's guardian to Odrif. She's family.

Personality: I'm kind, even-handed, and fair.

Ideal: Leadership through compassion and wisdom.

Bond: I am devoted to the town of Volla and to Lyrezix the Gleaming.

Flaw: Without Lyrezix, I have no way of defending my town.

Keelbreaker Cliffs. These cliffs are harsh, exposed to the weather, and form a sheer rock face separating the grasslands above from the Moonsea below. Travel down the cliffs is only possible through a series of precarious switchbacks.

Personality: Harsh, cold, unforgiving.

Ideal: Only the strongest are meant to survive me.

Bond: The wind and Moonsea are my two loves.

Flaw: Those who know my secret ways can traverse me with ease.

Yx. Yx is a goblin who defected from Morkang's army after losing her hand (and a treasure map) to a grick. Yx is sullen, sneaky, and more than willing to play on the party's sympathies if it scores her a meal.

Personality: Skittish, sullen, wheedling.

Ideal: I deserve compensation for all my misfortunes.

Bond: I'm loyal to whoever is feeding me.

Flaw: I'm still adjusting to the loss of my hand.

Volla. Volla is a village near the Moonsea, in the very northeastern edge of the Cormanthor forest. It is a small, out of the way town where people honor the bronze dragon Lyrezix the Gleaming. Folks here are content to keep to themselves and let the outside world pass them by.

Personality: Quiet, peaceful, quaint.

Ideal: Stay out of the way and let the world hurry by.

Bond: We are the people of Lyrezix the Gleaming, and she is our beloved defender.

Flaw: We're not equipped to protect ourselves.

Appendix 2: Creature Statistics

This appendix details monsters that are encountered in this adventure.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 0 (0 XP)

Actions

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

Giant Spider

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10

Languages --

Challenge 1 (200 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

Actions

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

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

Goblin Boss

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

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

Actions

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

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

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

Reactions

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

Grick

Medium monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 27 (6d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11(+0)	3 (-4)	14 (+2)	5 (-3)

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Challenge 2 (450 XP)

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

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

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

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

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

Actions

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

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

Hobgoblin Captain (Morkang)

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The hobgoblin makes two greatsword attacks.

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

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

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

Hobgoblin Devastator (Heyraf)

Medium humanoid (goblinoid), lawful evil

Armor Class 13 (studded leather)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Skills Arcana +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 4 (1,100 XP)

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

Army Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Spellcasting. The hobgoblin is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash, fire bolt, ray of frost, shocking grasp*

1st level (4 slots): *fog cloud, magic missile, thunderwave*

2nd level (3 slots): *gust of wind, Melf's acid arrow, scorching ray*

3rd level (3 slots): *fireball, fly, lightning bolt*

4th level (1 slot): *ice storm*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Adult Bronze Dragon (Lyrezix the Gleaming)

Huge dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 212 (17d12 + 102)

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9

Skills Insight +7, Perception +12, Stealth +5

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

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:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) slashing 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 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Lightning Breath. The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 19 Strength saving throw. On a failed

save, the creature is pushed 60 feet away from the dragon.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

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

Legendary Actions

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

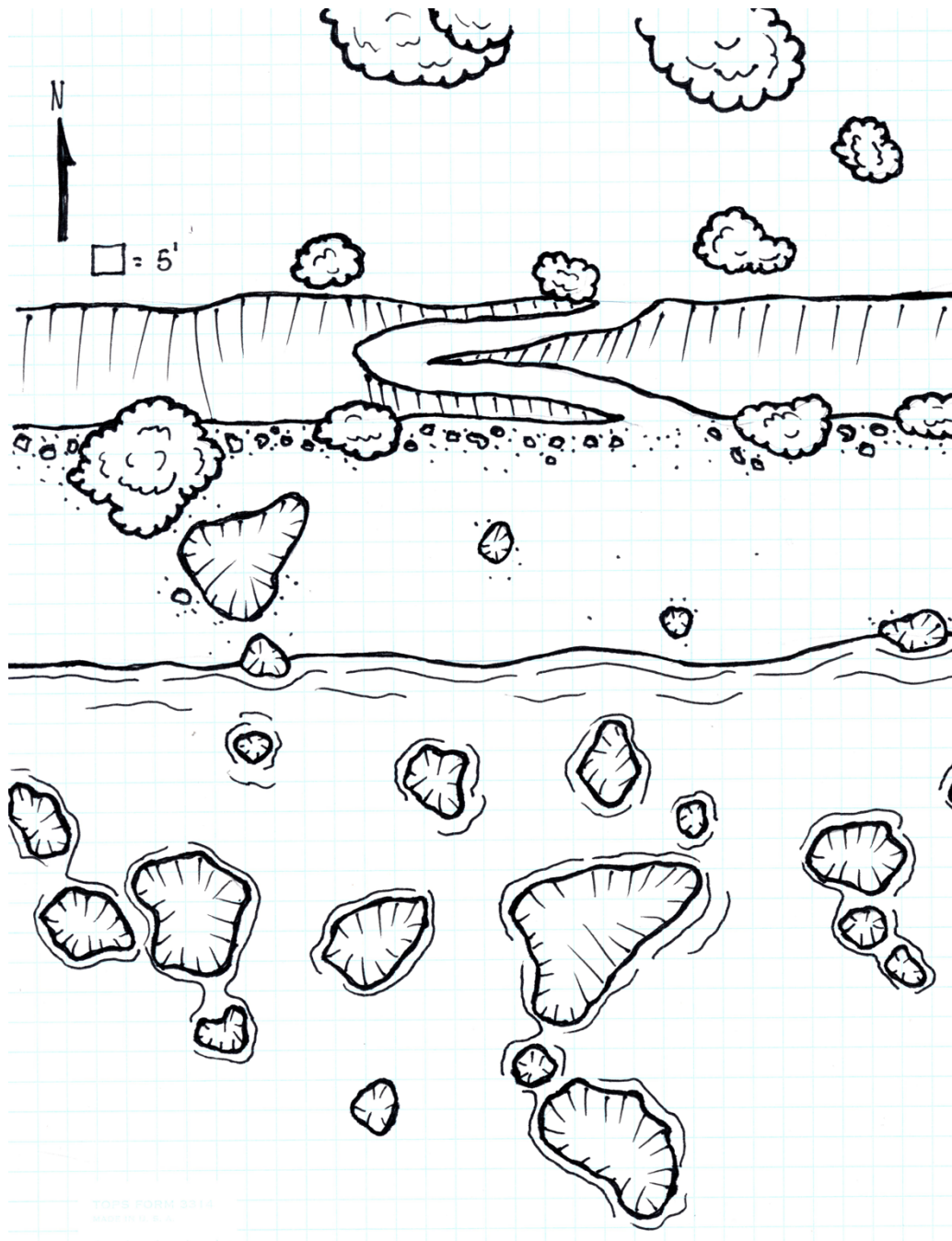
Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

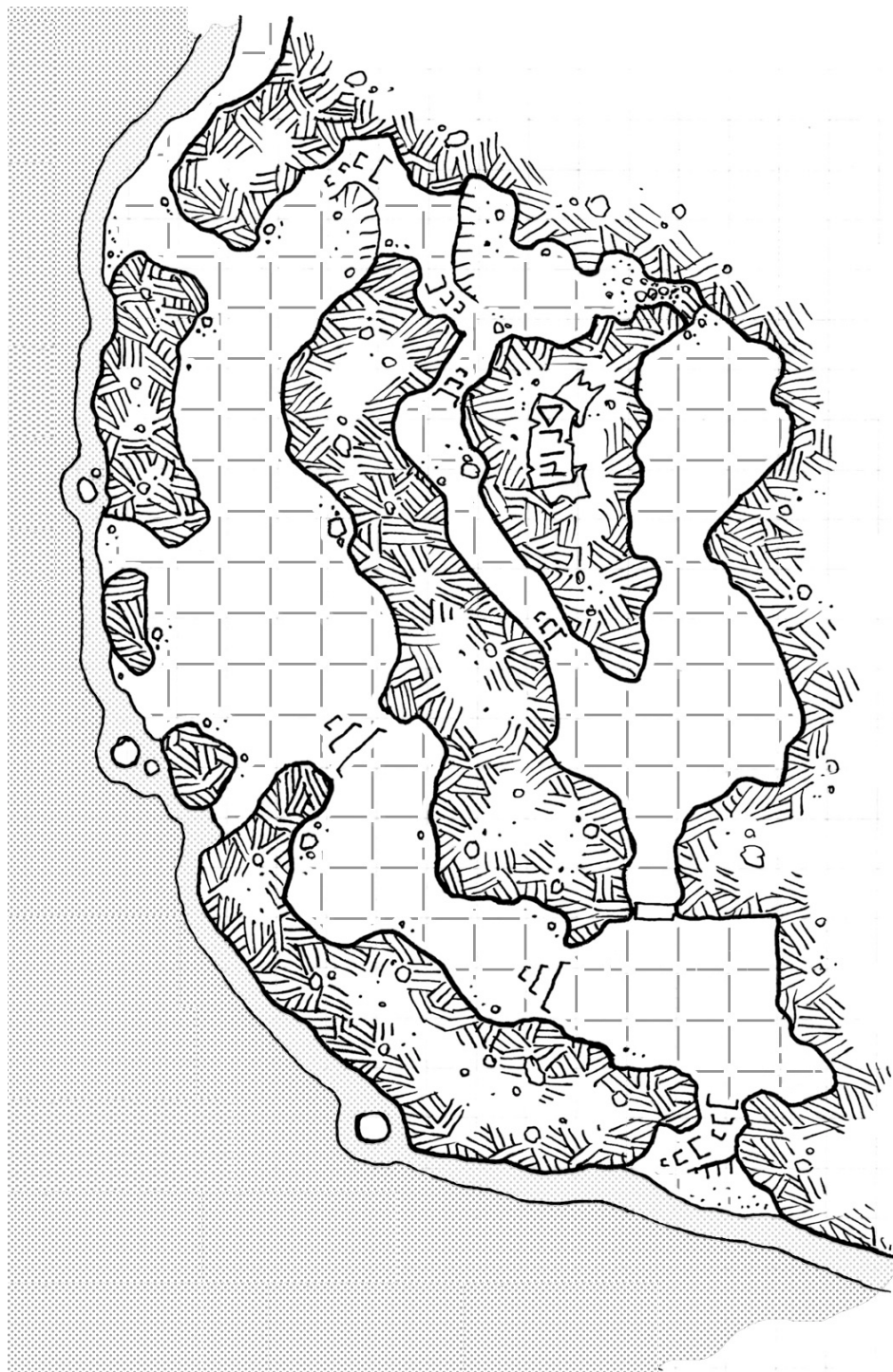
Appendix 3: The Keelbreaker Switchbacks

(1 square = 10 ft)



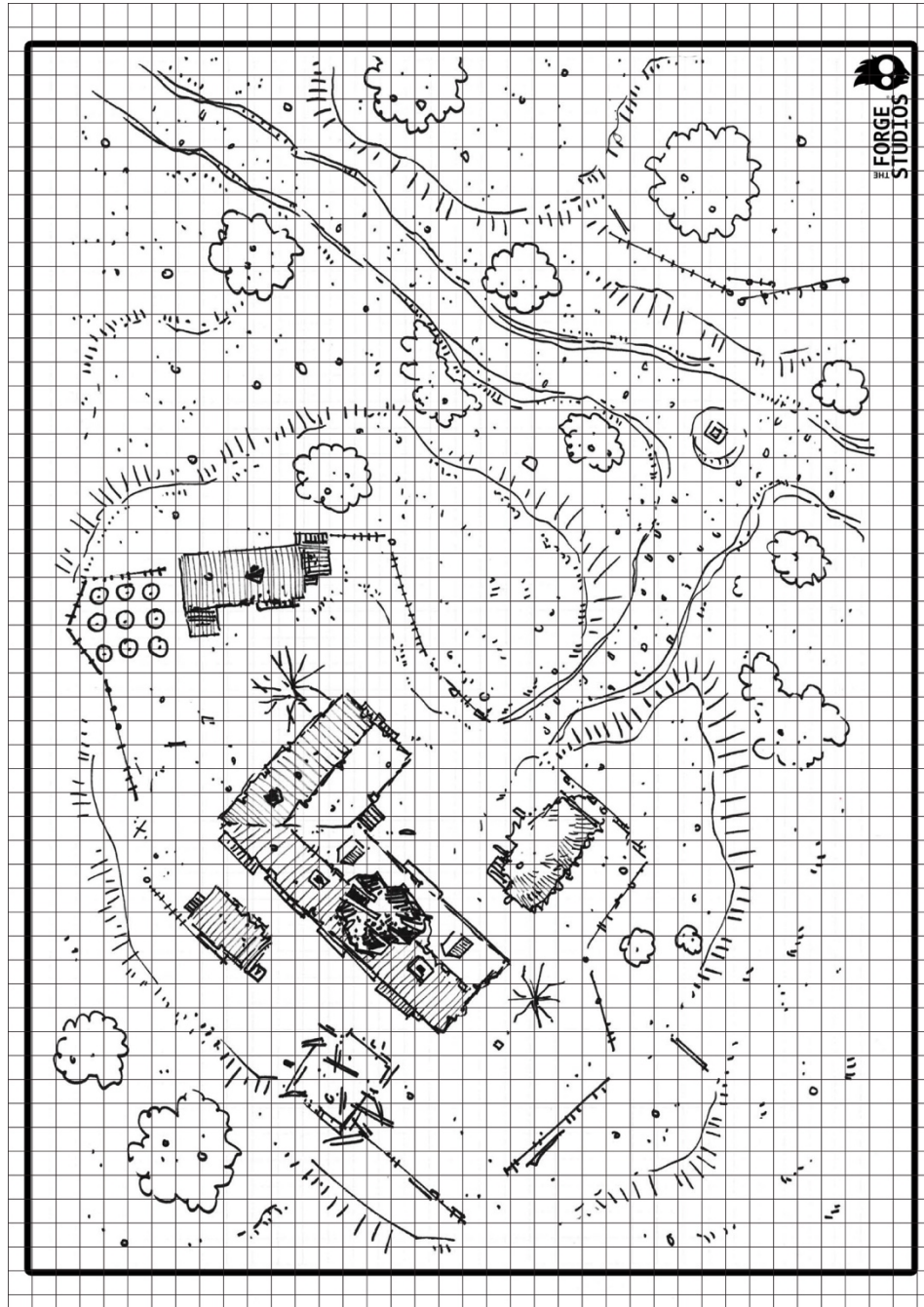
Appendix 4: Lyrezix's Lair

(1 square = 10 ft)



Appendix 5: Morkang's Camp

(1 square = 10 ft)



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Appendix 6: Volla Road

(1 square = 10 ft)



Appendix 7: The Volla Road (Bonus Objective A)

Setting Description

A dirt road runs through the woods from the forest village of Volla to the grasslands, where it meets up with a popular trade route. The trees stand tall on either side of the road. In the undergrowth, one can hear the rustling of woodland animals.

Prerequisite

The party must be using the road to travel to or from Volla.

Bonus Objective A

The PCs must clear the road of the goblins that keep robbing and killing the people traveling along it. With successful Dexterity (Stealth) checks, the party has the opportunity to sneak up on the goblins as they bicker over their latest prize. Killing or driving off the goblins is **Bonus Objective A**.

Area Information

Use the map in **Appendix 6**. This area has the following features:

Dimensions and Terrain. The dirt road trails through a dense forest with tall oaks and pines on either side. Terrain is even on the road, but it becomes difficult once one steps into the thick undergrowth of the forest.

Lighting. The forest is thick with shadows, though shafts of dim overcast shine down through the branches overhead.

Weather. It's a cold, overcast autumn day. The trees offer some relief from the constant wind.

Scene A. Goblin Marauders

In the middle of the road, a band of goblins bicker over the money pouch of a dead traveler who lies bleeding on the ground.

Creatures/NPCs

Four **goblins** and a **goblin boss** who answer to Captain Morkang patrol the Volla road, murdering and robbing anyone they see.

Objectives/Goals. Kill for fun and profit.

What do they know? They know Captain Morkang, and that he's here to loot the dragon's hoard and send the money over the Moonsea to fill his war coffers.

Adjusting the Scene

Here are some suggestions for adjusting this scene.

- **Very Weak:** Remove the **goblin boss** and two **goblins**.
- **Weak:** Remove the **goblin boss**.
- **Strong or Very Strong:** Add two more **goblins**.

Developments

The party would hear about Captain Morkang and his objectives here. It would be their first glimpse into what lies ahead. It would also clear the Volla road for travel back and forth between the main road and Volla (in case the party also did Bonus Objective B).

Scene B. Spiderwebs

In a thick grove of trees, Yx the goblin struggles to free herself from a web as a giant spider tries to make a meal of her.

Creatures/NPCs

Two **giant spiders** creeping towards a one-handed **goblin** caught in its web.

Objectives/Goals. The spider wants to eat the delicious goblin, but scurries off if the PCs put up a fight. Yx the goblin would like to not be eaten, and is willing to trade information to the PCs in exchange for saving her life.

What do they know? Yx knows that Captain Morkang has something valuable hidden away somewhere (the egg). She used to have a map leading there, but the grick on the switchback ate it (and her hand). Yx also knows secret ways in and out of the hobgoblin camp (she would sneak back and steal food after she deserted).

Adjusting the Scene

Here are some suggestions for adjusting this scene.

- **Weak or Very Weak:** Remove one **giant spider**.
- **Strong or Very Strong:** Add one **giant spider**.

Developments

The party gets a hint of where a map to Lyrezix's egg might be, if they haven't found it yet. They also gain valuable information of how to infiltrate the very heart of the hobgoblin camp.

Appendix 8: Rally the Villagers (Bonus Objective B)

Setting Description

The little town of Volla lies nestled in the woods, away from the rest of the world. It's a pleasant place with friendly people who are content to live and let live except for where their beloved Lyrezix the Gleaming is concerned. She is their guardian, and they are fiercely loyal to her. On the other hand, they're just hunters and woodsmen, not warriors, and they have their own children to think of.

The town is still decorated for the Festival of the Bronze Scale, a celebration dedicated to Lyrezix. She hasn't shown up this year, which is the original source of their worry in the first place.

Prerequisite

The party must travel back to Volla for help. Most likely this is after they make plans with Lyrezix (**Episode 2: Scene B**), but it's possible they'll come up with the idea themselves when they discover the scope of the hobgoblin incursion. If you don't run **Appendix 7: The Volla Road** on the return trip to Volla, simply narrate how the PCs had to slip past goblin patrols in order to use the road.

Bonus Objective B

If the party decides to keep Morkang distracted while Lyrezix searches for her egg, they have the option of returning to Volla to enlist the help of the villagers. Lyrezix might even suggest this.

Area Information

This area has the following features:

Dimensions and Terrain. The town is built in a clearing in the woods beside a stream. It isn't fancy. The roads are packed earth and the houses modest. Thick woods surround the town on all sides.

Lighting. Hazy grey overcast provides grim, dim light on this cold autumn day.

Weather. A cold day in autumn, with the promise of rain on the horizon.

Scene A. Volla

The party has to convince the people of Volla to rally against Morkang and his followers in order to distract him while Lyrezix hunts for her stolen egg. The PCs would do well to get influential townsfolk on their side, since they have sway over the people of Volla. Success in this scene relies heavily on Charisma (Persuasion, etc.) checks and roleplay.

Creatures/NPCs

About 360 **commoners** live in Volla. Of note are **Odrif Grig**, the mayor of Volla and a trusted voice the people listen to. **Rani Beartide**, owner of the Scale Inn, trains the village's scant militia. **Ellumin Marshwood**, a half-elf woodcarver, is well-respected in Volla.

Objectives/Goals. In general, the people of Volla don't want to fight, but also wish to help Lyrezix the Gleaming in her hour of need. With these objectives at odds, they must choose between one or the other.

What do they know? The people of Volla know they aren't fighters by nature.

Rallying the Townsfolk

Allow the PCs to explore the town and make their case to the villagers and to influential NPCs. You can resolve each interaction with either an ability check (setting a DC which seems appropriate), or simply decide on a likely outcome based on the roleplay. Keep an informal track of the PCs successes and failures.

The PCs can pursue whatever strategy they like to convince the villagers, but they would be well-served to speak to the most influential members of the community.

Odrif Grig. While Lyrezix being in distress would of course concern Odrif and his sons, the fact that few of the villagers have any fighting skill would concern them more. His sons, Kelen and Jan Grig are willing to fight to defend the dragon, but Odrif needs to be convinced it's worth the risk to Volla's life. Odrif's ancestor, Jesik Grig, saved Lyrezix once. PCs who invoke the bravery of Odrif's ancestor gain advantage on ability checks to sway Odrif to follow his ancestor's example.

Rani Beartide. Rani and her husband Bhezer are the easiest to convince to come fight the hobgoblins. Rani would be willing to lead the village guard, and while Bhezer supports the idea, his bum leg won't let him do much. They're protective of their children, Alva and Ervin, though, and won't like the idea of them facing off against hobgoblins. Rani left that life

behind to specifically avoid that sort of thing. Ervin is one of the few lads in town with his own sword, though, and Alva is an archer to be reckoned with. PCs who promise to watch out for Alva and Evin have advantage on ability checks to sway Rani and Bhezer.

Ellumin Marshwood. Ellumin is someone the townsfolk respect and listen to. Getting on his good side would go a long way toward swaying the town toward rallying. PCs who buy his wares, bring him a rare piece of wood, or flatter his carving skills have advantage on checks to sway Ellumin to fight.

Volunteer militia. The volunteers join the fight pretty easily if the party can convince them it's worth the risk. PCs who inspire the volunteers with songs and stories of bravery have advantage on checks to sway them to join.

Villagers. Despite their concern for Lyrezix, most of the villagers are skeptical that they can make a difference against a better armed, better trained foe. PCs who can prove to the villagers that they can be effective and capable in a fight have advantage on checks to sway them.

Developments

Based on the PCs actions, make a call on whether they succeeded, failed, or had a mixed result in rallying the villagers. One way to do this is to add up the PCs overall successes and failures. Many more successes than failures is a success; many more failures than successes is a failure; and about the same amount of successes and failures is a partial success or failure.

Success. The people of Volla rise in force to challenge Morkang. The party only has to fight Morkang himself and a small band of personal guards rather than the entire hobgoblin camp. It makes an otherwise impossible task manageable, if an all-out assault is the way they decide to go. Whatever the PCs decide, the villagers creating a distraction certainly helps them, though it risks villagers their lives.

Partial Success. The village is divided. Some villagers accompany the party, but morale is low. The party has to deploy their small force wisely, perhaps by having the villagers conduct hit-and-run tactics on one side of the camp while the party sneaks into the camp from the other side.

Partial Failure. The party succeeds in rallying the villagers, but only as a disorganized mob. The PCs have to take an active command role if they want to prevent the mob from breaking and fleeing at the first sign of resistance.

Failure. The villagers are more concerned about the hobgoblin threat than in Lyrezix's plight. They concentrate on protecting Volla, rather than leaving with the party to confront the hobgoblin camp directly. Still, one or two brave villagers might accompany the party, adding their strong arms to the fight.

Volla

The village of Volla makes for an excellent base of operations for an adventuring party. Lyrezix's protection means the town is a bubble of relative safety in an otherwise dangerous world. This expanded description of Volla is for DMs who might want to use the town in their own adventures.

* * *

Volla is a village of about 360 people located by the Moonsea in the very northeastern edge of the Cormanthor Forest, between Elmwood and Mulmaster. The people are simple and, while friendly to travelers, they're content to stay out of the way and let the rest of the world do what it will.

Woodcutters make a decent living here, as well as artisans who shape the wood and carpenters who make fine furniture to sell to the traders who occasionally pass through town. There isn't a lot of farmland in the forest for planting or grazing, so most of the villagers make their living off the woods, from harvesting rare mushrooms and herbs for trade to keeping bees who feast upon the wildflowers. Hunting is also big business, though the Vollans are careful never to take more than they need.

The mayor of Volla is Odrif Grig, a middle-aged man with thinning hair and a bit of a belly. It was his ancestor Jesik Grig who, thirteen generations ago, rallied the village to nurse an ailing Lyrezix back to health. Odrif is proud of his ancestry, and he is in charge of the annual festival in her honor. It's simply called The Festival. Everyone knows what it's meant to commemorate. While Odrif is quite friendly to travelers, his devotion is to the people of Volla and their beloved dragon. Odrif has a pair of sons, Jan and Kelen, who are good sources of information about the town, its people, and their relationship with Lyrezix. Jan likes to wander the woods, and Kelen prefers to stay closer to home, aiding his father in running the town.

There is an inn in Volla called The Scale Inn, so named because of the authentic bronze dragon scale hanging on the sign, gifted to the town by Lyrezix herself. Not only is it the best drinking hole in town, it's the only drinking hole in town.

A massive common room houses long rows of tables where villagers meet for mead and wildberry wine. The Scale is known for its venison mushroom stew. The prices are reasonable, and the cheapest option is a spot on the floor in front of the huge, roaring fireplace. Of course, if a lodger is willing to pay more, private rooms are available.

Rani Beartide is the owner of the Scale. She's a formidable woman in both height and girth. A retired fighter, she settled in Volla years ago, abandoning warfare for a quiet life. Her husband is Bhezer Beartide, and he's usually running games of chance at the Scale in the evenings. Their daughter Alva and son Ervin are in their late teens, and they serve

customers while Rani runs the bar. They're a close family and fight to defend each other. They're also great sources of information, as they hear the comings and goings of the travelers who pass through Volla. Rani gets her venison easily enough, but she'll pay a handsome penny to anyone who can bring her wild boar. Dangerous creatures, those.

Rani is also unofficially in charge of the city guard, such as it is. It's mostly a volunteer force of young people Rani has trained to fight using the weapons they have on hand, i.e. hand tools and wooden staffs. Swords aren't as common in Volla as they are in the rest of the world, though a few might be scrounged up in a pinch. Archery is a far more common sport, since it's used in hunting. The guard is more of a formality than a reliable institution. The town has relied on Lyrezix to protect them for so long they've all but abandoned the idea of protecting themselves.

Another person of note in Volla is Ellumin Marshwood, a half-elf who knows the woods like the back of his hand. He is a woodcarver, and his works borrow from elvish design in both elegance and beauty. He handcrafts everything from bowls and cups to jewelry and decor. He has a shop across the street from The Scale, and he sees the comings and goings around the town. He also might have a mini-quest for the party to go into a dangerous part of the woods to bring him a rare burl or logs from fallen trees. He'll warn them though that the woods are full of dangers, like giant spiders and stirges.

There are, of course, other people in town worthy of note. Mushroom collectors who could use help finding a rare specimen, patrons of the Scale eager for tales of life beyond the forest, and that weird old gnome who lives in a hovel on the edge of town and collects old bits of metal for reasons unknown. The people of Volla are curious, and they'll want to know everything there is to know about the PCs. It's a good opportunity for them to boast their adventures and make at least a small name for themselves in this remote neck of the woods.

Appendix 9: Magic Items

Characters completing this adventure's objective unlock these magic items.

Magic Item Unlock

Helm of Comprehending Languages

Wondrous item, uncommon

While wearing this helm, you can use an action to cast the *comprehend languages* spell from it at will. This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

This silver helm from Lyrezix's horde was made by Elvish magic and is set with an opal. While the helm is being used to cast *comprehend languages*, the opal glows.

Horn of Silent Alarm

Wondrous item, common

This horn has 4 charges. When you use an action to blow it, one creature of your choice can hear the horn's blare, provided the creature is within 600 feet of the horn and not deafened. No other creature hears sound coming from the horn. The horn regains 1d4 expended charges daily at dawn. This item is found in *Xanathar's Guide to Everything*.

This horn appears to be nothing more than a sturdy leather scroll tube. The horn's blare is accompanied by the sound of rustling pages.

Consumable Magic Items

Spell Scroll of Fog Cloud

Scroll, common

This spell scroll bears the words of the *fog cloud* spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time (1 action). Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level (11). On a failed check, the spell disappears from the scroll with no other effect. This item is found on **Magic Item Table A** in the *Dungeon Master's Guide*.

This scroll, cracked with age, is inscribed with the *fog cloud* spell. When the scroll is spent, it dissolves into salt.

Potion of Growth

Potion, uncommon

When you drink this potion, you gain the "enlarge" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process. This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

This potion is held in a crude iron bottle. The bottle is stamped with the crest of the hobgoblin town of Glip Dak.

Appendix 10: Dungeon Master Tips

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

New to D&D Adventurers League?

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

To DM an adventure, you must have 3 to 7 players - each with their own character whose level is within the adventure's level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can't return** to the first one if they're outside its level range.

Preparing the Adventure

Before you start play, consider the following:

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

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session.

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

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

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you're not bound to these adjustments; they're here for your convenience and consideration. To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the party strength for the adventure, consult the table below.

Determining Party Strength

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