



BRENTAL'S ROADS SCHOLARS

A 2-HOUR STANDALONE TIER 1 ADVENTURE



CCC-WWC-10

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Brental's Roads Scholars



Brental's Caravan Company offers a training course for adventurers seeking the vaunted title

Brental's Roads Scholar. Will you prove yourselves worthy?

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

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Adventure Primer

This adventure is designed for **three to seven 1-4-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.

This adventure occurs on the northern coast of the Moonsea between Melvaunt and Phlan.

Background

Brental's Caravan Company has been operating around the Moonsea for several years. Based in Melvaunt, they facilitate overland trading around the northern shore of the Moonsea. In order to keep overhead costs low, they regularly hire on adventurers to guard shipments.

Recently, Brental Grundelhump has taken on a partner, Zezik Felling, who is interested in offering elite services. In order to curate a list of talented and reliable individuals for the elite operations, Zezik has set up a training and testing operation. Each tenday Zezik sets out on a journey to bring weapons and other products from the City of a Thousand Forges to Phlan, and then returns with various bulk durable goods. The real focus of each trip however is on evaluating the new adventurers who have signed on each time.

In the guise of caravan master Zaz Fallows, Zezik oversees the tests himself on each trip. In order to ensure that a sufficient number of serious challenges occur, he uses a variety of magical effects to create "troubles" for the caravan on each journey..

Overview

The adventure's story is spread over **7 parts** and takes approximately **2 hours** to play. The adventure begins with a Call to Action scene. Each Part corresponds to at least one part of the test.

Throughout the adventure, Zezik is surreptitiously pulling the strings to arrange all of the tests. Part of the test is in seeing if any of the adventurers are watchful, or clever, enough to figure out what he is up to, and how he is

accomplishing it. If the caravan stays on the expected track, all of the dangers are generated by Zezik and directed at the caravan itself as a series of tests. The characters' competence will be measured based on how effective they are in defending the caravan.

- **Call to Action: Welcome Trainees** Meeting up at the Melvaunt offices of Brental's Caravan Company, the characters are signed on to help guard the caravan.
- **Part 1: On the Job Training.** The first test is administered at the start of the journey to Phlan
- **Part 2: Roadslide Assistants.** The caravan must find a new path.
- **Part 3: Ambush.** The caravan finds itself in danger, depending on the path chosen in part 2.
- **Part 4: Race Against Caution.** A battle of egos endangers the caravan, the characters must find a way through it.
- **Part 5: Animal Handling.** Beasts attack the caravan and the characters must protect the most vulnerable members.
- **Part 6: Setting up.** A few final challenges take place at the end of the journey.
- **Part 7: Scoring Points.** Scores are given, titles and rewards are passed out to adventurers deemed worthy.

Adventure Hooks

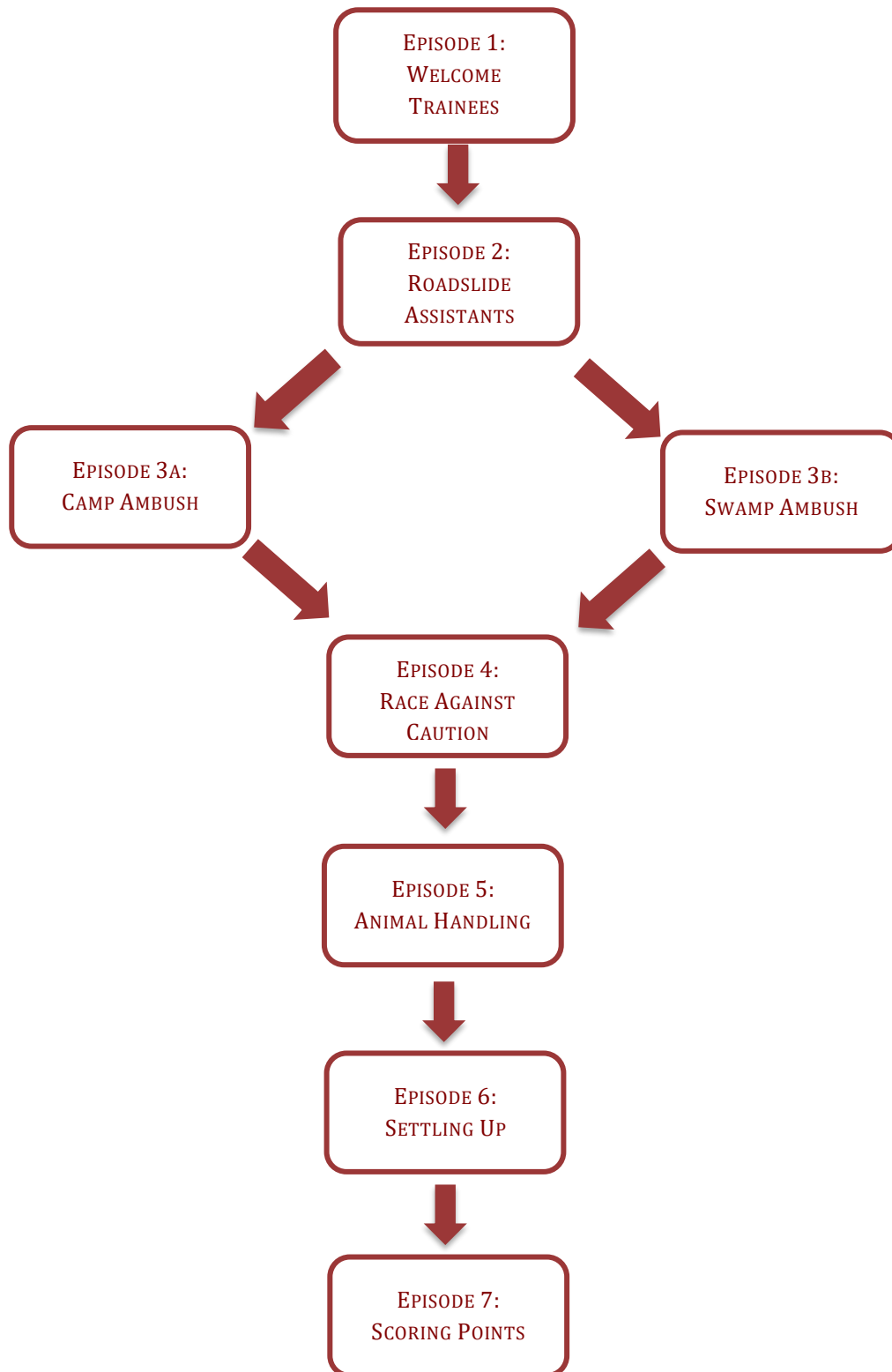
The characters may be in Melvaunt to buy arms, or armor (normal prices apply), or passing through for any other reason when they hear about the call for caravan guards.

For the Challenge. The call presents an opportunity to prove oneself.

For the Journey. Characters seeking to travel to Phlan can cover their travel costs by signing up with Brental's Company.

For the Lore. Zaz is happy to provide the characters the opportunity to learn the intricacies of running a trade caravan.

Adventure Flowchart



Call to Action : Welcome Trainees!

Estimated Duration: 10 minutes

In this section, the characters are introduced to and recruited into Brental's Caravan Company and the recruiting program for the new Roads Scholars.

The characters will have seen the recruiting poster (pass out **Handout 1: Poster in Appendix 1**) all over Melvaunt, Thentia, Mulmaster, Phlan, Hulberg, and smaller towns along the northern Moonsea. This scene begins when they arrive at the Melvaunt offices of Brental's Caravan Company.

Brental's Caravan Company

The offices of Brental's Caravan Company are located near the Market District of Melvaunt. The office space is plain and functional. The sounds of carriages, wainwrights, and cartwrights can

be heard coming from behind the building. The moments of gathering in the waiting area are a good opportunity to have each character introduce themselves.

The front desk is managed by Gurm Orbruk (male, half-orc). Gurm will have each of the characters state their name and commit to entering the Roads Scholar program. Gurm then tells them to report to the carriage house behind the office tomorrow morning, where they will meet caravan master Zaz Fallows.

Gurm is a no-nonsense fellow with a good head for numbers and little patience for time wasters. He isn't interested in idle chit chat and will flatly tell them that all details of the test process will be disclosed when necessary by Zaz.

Part 1: On the Job Training

Caravan Master Zaz Fallows (male, moon elf) leads the characters through the training process. He outlines the basics for them: The training is a multi-day three wagon caravan journey to deliver weapons to Phlan. Their job is to keep the caravan secure and on time throughout the journey. They will be paid commensurately with how effective they are in meeting the challenges of the road. Food and water will be provided.

A pompous elven caravan master looks the applicants over with a withering gaze. "Your first test is to earn a role higher than Trainee. Each role can be filled by more than one applicant, but each applicant may only apply for one role."

He looks each of them in the eye and says, "Choose one: Cook, Driver, Scout, Guard, Entertainer, or Medic."

The characters' first test will be to earn a role in the caravan higher than *Trainee*. If they earn such a role, they will be addressed by that role. Otherwise they will be referred to as *Trainee* (Zaz always says "*Trainee*" in his most dismissive tone).

Roles can be filled by multiple characters, but each character may only apply for one role. Special pleading for a second try at a different role is allowed at DM discretion, based on appropriate roleplaying and/or a successful DC 18 Charisma (Persuasion) check. Give advantage if the character has a relevant background or class ability for the target role.

- **Cook:** Cook a meal for the caravan. Make a successful DC 13 Wisdom (Cook's utensils) check or Intelligence (History) to remember and apply a recipe.
- **Driver:** Drive a wagon around the block. Make a successful DC 13 Intelligence (Land Vehicles) or Wisdom (Animal handling) check to safely maneuver the wagon.
- **Scout:** Count red leaves on a tree or hide from guards. Make a successful DC 13 Wisdom

(Perception) or Dexterity (Stealth) to complete the objective.

- **Guard:** Impress Zaz with a feat of strength or a tale of valor. Make a successful DC 13 Strength (Athletics) check or Charisma (Performance) check as appropriate to win over Zaz.
- **Entertainer:** Entertain the caravan. Make a successful DC 13 Charisma (Musical Instrument or Performance) check to play a lively song.
- **Medic:** Make a successful DC 13 Wisdom (Medicine) check to demonstrate proficiency or cast a healing spell on an injury.
- **Trainee:** This role is for those who fail to achieve one of the above roles.

Area Information

The area has the following features.

Dimensions & Terrain. The yard is an open cobble stoned area 80' x 80'. A 20' wide and 40' long alley on the north side traverses along the side of the office before exiting onto the street. The other sides are stables, a carriage house, a warehouse, and a workshop.

Lighting. Lanterns ring the yard, but the primary lighting is from the blue sky above.

Creatures. Zaz and three drivers (Jors Kindark, Zorsha Salien, Chelrin Smithson) are here along with three covered wagons. Each covered wagon is hitched to a two-horse team. The drivers have no explicit role in the test, but could be pulled in for various purposes, as needed.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. Characters may also prove their guard abilities by dueling one another.

Exploration. Each role has skill checks but different skills can be selected at DM discretion. Lower difficulties (DC 10) should be selected if the party is weak.

Social. Roles not even listed could be allowed with Persuasion check (DC 15), subject to DM approval. Clever roleplay could enlist one or more drivers to improve their chances of success.

Part 2. Roadslide Assistants

Estimated time: 15 minutes

After several hours of uninterrupted travel, the caravan enters a hilly forested area. Coming around a bend the characters find themselves on a narrow track over a gorge. After a few more turns they come to stretch where the road has been completely washed out for a span of 100-feet. To the left, the hillside rises up for a few hundred feet, to the right it slopes downward at a steep angle for several hundred feet before reaching the marshy valley floor below.

Zaz will turn to any *Scouts* and suggest they find a way around. If there are no scouts, he will just direct the comment to all the characters.

A successful DC 13 Wisdom (Perception or Survival) check will reveal an old winding path going up into the hills a hundred or so feet back down the road in the direction they came from. Allow advantage on the check if the characters have some way to get an aerial view. If the hill path is not found, Zaz proclaims that proceeding through the marsh is the best course. Regardless of which route the characters choose; the next challenge is getting the horses and wagons through it.

The characters must succeed on 3 out of 5 of the skills checks below in order to complete Zaz's first test. If they succeed, they are able to get onto an alternate path without any serious trouble. If they fail, additional hours are lost due to damage to the horses, the wagons, or having to recover wagons from sliding into culverts from which they must be hauled free.

- A successful DC 10 Strength (Athletics) will clear the way by force.
- A successful DC 10 Intelligence (Investigation) reveals optimal placement for ropes and/or pulleys to assist in pulling the wagons through the marsh or up the hillside.
- A successful DC 10 Intelligence (Nature) shows the path with the least hazards for the horses.
- Characters that have developed a rapport with any of the drivers can quietly solicit suggestions from them with a successful a DC 13 Charisma (Stealth) check to determine how to work around various difficulties.

- Zaz may choose to loan his *Immovable Rod* to the characters in order to assist them. A successful DC 13 (Intelligence) Investigation check shows the correct way to utilize the rod.

Careful observers that specifically study the area of the destroyed road will note with a successful DC 13 Wisdom (Perception or Survival) check that there are no signs of erosion damage above the area. The destruction does not seem like a natural event. Characters who notice this might keep an eye out for unusual issues for the remainder of the journey. **Note:** The road was destroyed by Zezik casting *Transmute Rock to Mud*.

Development

If the characters fail to find the switchback path to the ridge, or cannot get the wagons up onto the ridge, it is fairly easy to find a way down the slope into the marsh. However, that path will cost the caravan at least one additional day and be considered a failure. If the characters fail, proceed to **Part 3a: Swamp Ambush** instead of **Part 3a: Camp Ambush**.

Part 3a. Camp Ambush

Estimated time: 20 minutes

Prerequisites: The characters succeeded in finding the hillside path in Part 2 or otherwise managed to avoid going through the marsh.

The first day ends with the caravan arriving safely at a good campsite. See **Appendix 2 : Camp Map** for a typical layout. The characters should set watches and choose where in the camp they are sleeping or on watch.

Area Information

The area has the following features.

Dimensions & Terrain. This roadside clearing is surrounded by thick forest terrain. Areas outside the clearing and the road are difficult terrain. The wagons are lined up along the roadside. The horses have been picketed on a line at the northeast area of the clearing.

Lighting The central campfire provides bright light out to 20' and dim light to 40'.

Creature Information

The five creatures are **animated puppets** (see sidebar) attacking the camp appear to be roughly humanoid. They are medium-sized mannikins that have been placed in hiding places in the trees around the campsite. **Note:** The puppets are awakened by an *animate objects* spell that is surreptitiously cast by Zaz from within his tent.

During a randomly selected watch, Zaz will animate the puppets in the trees to attack the wagons. The animated puppets will move to the wagons where any that are not engaged in melee or otherwise prevented will pick up a crate and use any remaining movement to leave back the way they came.

Animated Puppets

AC: 13

HP: 40

Speed : 30

Blindsight: 30

STR: 10. DEX: 12 CON: 10

INT: 3. WIS: 3. CHA: 1

Damage Immunities: Psychic, Poison

Condition Immunities: Charmed, Exhausted, Poisoned
Attack: +5 2d6 +1 (bludgeoning)

Tactics: The animated puppets are tough and dangerous combatants for low level adventurers. Zaz is not trying to kill any of his trainees. The puppets will not strike characters that are incapacitated. They will instead use the opportunity to move to a wagon to take a crate. Though the puppets are immune to many effects, Zaz will attempt to "fake" the puppet being affected if he is able to see how a puppet should react. A successful DC 12 Intelligence (Arcana) check from Zaz allows him to react correctly with the puppets. However, Zaz is a little slow to modify the puppet's behavior, so any character making a successful DC 15 Wisdom (Perception) check notes that there is an odd delay in the reactions from their enemies.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove 2 Animated Puppets
- **Weak:** Remove 1 Animated Puppet
- **Strong:** Add 1 Animated Puppet
- **Very Strong:** add 2 Animated Puppets, 1 of which is instructed to lead away the horses.

Development

Zaz will end the spell when success, or failure, become clear. If any of the crates are carried off the map, horses are lost, or any serious damage is done to the wagons or cargo, he considers the test as a failure and sternly reprimands the characters. Otherwise Zaz will emerge from his tent and congratulates the characters successfully fending off the "bandits" and offers the characters a *Potion of Healing (Greater)* as thanks.

A successful DC 13 Intelligence (Arcana) check reveals that the puppets are humanoid mannikins. An additional successful DC 15 Intelligence (Arcana) check allows the characters to conclude that the puppets were controlled by an *animate objects* spell.

Regardless of how the test turns out, continue to **Part 4**.

Part 3b. Swamp Ambush

Estimated time: 20 minutes

Prerequisites: The characters failed to find the hillside path in Part 2 and opted to go through the marsh.

The first day ends with the caravan trying to make its way through the swamp. See **Appendix 3 : Swamp Map** for a typical layout of the wagons. The players should choose where they are in the caravan.

Area Information

The area has the following features.

Dimensions & Terrain. This rise in the marsh is reasonably dry. It is surrounded by overgrown marsh that is difficult terrain, or water. The wagons are lined up along the middle.

Lighting The setting sun provides dim light.

Grung Attack!

As dusk sets in, the Grung attack from the swamp. Zaz will observe the fight from within the middle wagon as a replacement for the test he would have triggered himself. He will only intervene if the characters are clearly losing.

Tactics: The **red Wilding Grung** blocks the caravan's forward progress with a *spiked growth* spell and then fires its short bow over the spiked growth at any defenders at the front of the caravan. The **five green Grung** jump in from the trees to attack anyone who looks likely to put up resistance. They will target whichever characters look weakest. The **orange Elite Warrior Grung** jumps into the middle of the caravan to get as many defenders as possible in its chirr attack.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove **Elite Warrior Grung** and **Wilding Grung**
- **Weak:** Remove **Elite Warrior Grung**
- **Strong:** Add 2 **Green Grung**

- **Very Strong:** add 1 **Wilding Grung** at the back of the caravan.

Development

If the characters are being overwhelmed, Zaz will use spells like *Hold Person* (up cast on multiple targets), *Slow*, and *Telekinesis* to help turn the tide of battle. If he has to intervene, he considers the test to be a failure and will sternly reprimand the characters once the battle finishes. Otherwise the test is a success and Zaz offers his congratulations.

The caravan can then make its way up out of the marsh and make camp for the night where Zaz will offer the party a *Potion of Healing (Greater)* to help them recover.

Regardless of how the test turns out, continue to **Part 4**.

Part 4. Race Against Caution

Estimated time: 10 minutes

The next day proceeds without much incident until around mid-day. At that point the characters find themselves traveling alongside a river. The river is approximately 30-feet wide as it rushes along the bottom of a gorge.

Another caravan comes into view on the opposite side of the river. At the lead of the front wagon is a flame-haired man, Borace Firehammer.

As the tall flame headed man takes in your caravan he laughs, "Zaz, I shall best you yet again!" Then he cracks the whip and his wagons lurch ahead towards the covered bridge ahead.

Zaz grimaces and commands "We cannot let that fool cross ahead of us!"

Area Information

The area has the following features.

Dimensions & Terrain. This river is about 30-feet wide in this canyon. About 40-feet ahead of them is a 15-foot-wide covered bridge which is clearly only wide enough for a single wagon to cross.

Zaz regards this as another test with several potential options for failure. If the characters simply yield to the other team, get into a fight, or otherwise endanger his caravan; they have failed in his opinion. To succeed, the characters need to figure out how to either cross first without violent conflict or make a sound argument as to why this race is a pointless risk, as it benefits no one, so they can stand aside with dignity.

Various plots to distract the opposition should be given a reasonable chance to work. A successful DC 10 ability check should be sufficient for skills in this challenge. The DM should grant advantage for fun ideas or clever role play. If necessary, Zaz will use spells like *Calm Emotions*, or *Hold Person*, to shut down combat and prevent damage to his caravan.

Once the caravan crosses the bridge, Zaz will proclaim the characters either victorious or berate their failure..

Part 5. Animal Handling

Estimated time: 15 minutes

Zaz's next test pits the characters against a wild beast attack. See **Appendix 4 : Animal Handling** for a physical layout of the caravan travelling along the road.

Area Information

The area has the following features.

Dimensions & Terrain. The wagons are being driven along a road through the forest. Thick forest lines both side of the road.

Lighting The setting day sun provides dim light.

Creature Information

Six beasts have been charmed into attacking the caravan. Beasts move in from either side to attack the horses. If a character tries to protect the horses or stop the beast, it attacks the character instead. **Note:** Each beast is under the effect of an *animal friendship* spell and will get a saving throw (Wisdom DC 14) to break free of the spell effects each time it takes damage from one of Zaz's allies. A beast that saves will disengage and flee on its next round. If more than half of the beasts have fled, or been defeated, the remainder will lose their morale and flee.

Any character studying the behavior of the beasts realizes with a successful DC 13 Intelligence (Nature) or a DC 13 Wisdom (Animal Handling or Insight) check that the beasts appear to be acting unnaturally and might be influenced by outside forces.

D6	Beasts Encountered
1	2 black bears, 2 wolves, 2 giant spiders
2	3 black bears, 1 wolf, 2 giant spiders
3	1 black bear, 3 wolves, 2 giant spiders
4	2 black bears, 1 wolves, 3 giant spiders
5	2 black bears, 3 wolves, 1 giant spider
6	3 black bears, 2 wolves, 1 giant spider

Zaz considers the death of a horse to be a failure for this test. If resources are spent to heal any injured horses, Zaz is begrudgingly willing to declare a success still.

Part 6. Settling Up

Estimated time: 10 minutes

After overcoming all of Zaz's challenges, the caravan finally arrives in Phlan. Entry into Phlan is fairly straightforward unless the characters do something extraordinarily foolish. The caravan pulls up in front of the warehouse of the Phlan Weapons Syndicate.

Zaz turns to you and says, "Settle up with Martine. Collect our thousand gold and meet me at the Laughing Goblin." He then strides away into the city.

A lovely, tall Tiefling woman with red skin and curling horns strides out of the warehouse. Martine Secudar has been told to try to cheat them and it was made clear that she would get a reward if she was successful. She will toss over a sack containing a thousand coins as her laborers unload the wagons into stacks of crates the warehouse.

A successful DC 13 Wisdom (Insight) check on Martine will reveal that she is deceiving them. If anyone counts the coins, they will find that half the coins are gold and half are electrum, so the total count is short 250 gp in value. If the characters confront Martine, she will eventually relent on the count and throw over another 500 gp to even the score.

Martine sends a runner to report to Zaz if the characters confront her about the pay being short. The same messenger also reports if any of the crates are short.

Part 7. Scoring Points

Estimated time: 10 minutes

The characters will find that Zaz has a round of drinks already set up for them when they arrive at the Laughing Goblin. He will weigh and count the coins after they are handed over to him. If the characters try to give him less than Martine gave them, they fail the entire test.

Any characters who stole anything from the caravan or the payout will fail the *Personal Integrity* test and receive a direct and brutal dressing down from Zaz.

As Zaz is tallying their scores, he will ask them if they have any insights regarding how the test was administered. The complete right answer is that Zaz is a wizard who set up every encounter against the caravan. Partial answers that can explain how he set up one or more of the encounters should be considered a success on this final test. Use **Appendix 5: Test Form** as a template for specific scoring.

Zaz will compliment high scorers and castigate low scorers as people who will not be sought for future employment. Zaz offers the characters a *Spell Scroll of Alarm* and the *Immovable Rod* as rewards for their efforts. See **Appendix 6: Character Rewards** for a summary handout.

Characters who get a perfect score will be given the Medallion of the Roads Scholar and a bronze trinket of a wagon wheel with Brental's Roads Scholar engraved around the wheel.

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

ZeziK's Bonus Pay

ZeziK awards the characters who took his test according to how well they scored. Providing 10gp per each point. As it is hard to score less than 2 and impossible to score higher than 8, this scheme is designed to match the intent of the DDAL Season 9 rules above. DMs are encouraged to adjust this as necessary in future seasons.

Magic Item(s)

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

- *Potion of Healing (Greater)*
- *Immovable Rod*
- *Spell Scroll of Alarm*

Dungeon Master Rewards

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

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

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

Dramatis Personae

The following NPCs feature prominently in this adventure.

Zaz (Zezik) Fallows. Direct, rude, in command. Zaz is a snobbish Moon Elf false identity for Zezik Felling. As cover IDs go, it isn't much of an acting challenge. Zezik has the same exact personality, but is also a smarter than you are wizard.

- The Caravan is Top Priority
- I suffer no fools

Jors Kindark. Male hill dwarf wagon driver

- Dwarven crafts are better
- I have a crush on Zorsha

Zorsha Salien. Female half elven wagon driver

- Seeing the World
- Working for the weekend

Chelren Smithson. Male human wagon driver

- Adventurers are homeless scum
- Adventurers don't deserve The Roads Scholar Program

Borace Firehammer. Male fire genasi

- All should bow before my glory
- Zaz stole my fiancée, I hate him

Creature Statistics

Black Bear

Medium beast, unaligned

Armor Class 11

Hit Points 19 (3d8 + 6)

Speed 40ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	14 (+2)	2 (-4)	12(+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Languages -

Challenges 1/2 (100 XP)

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

Actions

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

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

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

Zaz (Enchanter)

Medium Humanoid (any race), any alignment

Armor Class 12 (15 with Mage Armor)

Hit Points 40 (9d8)

Speed 30 ft,

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11(0)	17 (+3)	12 (+1)	11 (0)

Saving Throws INT +6, WIS +4

Skills Arcana +6. History +6

Senses Passive Perception 11

Languages any four languages

Challenges 5 (1800 XP)

Amphibious. The grung can breathe air and water

Spellcasting. The Enchanter is a 9th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, 6 to hit with spell attacks). It knows the following spells.

Cantrips (at will): *friends, mage hand, mending, message*
1st level (4 slots): *charm person, *mage armor, magic missile*

2nd level (3 slots): *hold person, * invisibility, suggestion**

3rd level (3 slots): *fireball, haste, tongues*

4th level (3 slots): *dominate beast, * stonkskin*

5th level (2 slots): *hold monster, **

**Enchantment spell of 1st level or higher*

Actions

Quarterstaff. *Melee weapon attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 -1) bludgeoning damage.

Reactions

Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1st Level or Higher). The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The enchanter must decide to do so before the attack hits or misses it.

The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the enchanter or itself. If multiple creatures are closest, the attacker chooses which one to target.

Stat Block Modifications

This creature has the following modifications:

Due to elven racial abilities, and a few spell changes

- Darkvision 60
- Resistance to Charm
- Immune to magical sleep
- Trained in Perception
- Change Magic Missile to Animal Friendship
- Change Hold Monster to Animate Objects

Giant Spider

Large beast, unaligned

Armor Class 14

Hit Points 26 (4d10 + 4)

Speed 30ft, 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 10ft., Darkvision 60 ft., Passive Perception 10

Languages -

Challenges 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).

Grung, Green (Grung)

Small Humanoid, Lawful Evil

Armor Class 12

Hit Points 11 (2d6+4)

Speed 25 ft, climb 25 ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (0)	15(+2)	10 (0)

Saving Throws DEX +5

Skills athletics +2. Stealth +5, Perception +4, Survival +4

Damage Immunities poison

Condition Immunities poison

Languages Grung

Challenges ¼ (50XP)

Amphibious. The grung can breathe air and water

Poisonous Skin. Any creature that grapples the grung or otherwise comes into contact with its skin must succeed on a DC 12 constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself a success.

Standing leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start

Actions

Dagger. *Melee or ranged weapon attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 constitution saving throw or take 5 (2d4) poison damage.

Grung, Red (Wilding)

Small Humanoid, Lawful Evil

Armor Class 13 (16 with barkskin)

Hit Points 27 (5d6 + 10)

Speed 25 ft, climb 25 ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (0)	11 (0)	10 (0)

Saving Throws DEX +4

Skills athletics +2. Stealth +4, Perception +2, Survival +2

Damage Immunities poison

Condition Immunities poison

Languages Grung

Challenges ¼ (50XP)

Amphibious. The grung can breathe air and water

Poisonous Skin. Any creature that grapples the grung or otherwise comes into contact with its skin must succeed on a DC 12 constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself a success.

Spellcasting. The grung is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It knows the following spells.

1st level (4 slots): *cure wounds, jump*

2nd level (3 slots): *barkskin, spike growth*

3rd level (2 slots): *plant growth*

Standing leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start

Actions

Dagger. *Melee or ranged weapon attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 12 constitution saving throw or take (2d4) poison damage.

Shortbow. *ranged weapon attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 constitution saving throw or take 5 (2d4) poison damage

Grung, Orange (Grung Elite Warrior)

Small Humanoid, Lawful Evil

Armor Class 13

Hit Points 49 (9d6 + 18)

Speed 25 ft, climb 25 ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (0)	11 (0)	12 (+1)

Saving Throws DEX +4

Skills athletics +2. Stealth +5, Perception +2, Survival +2

Damage Immunities poison

Condition Immunities poison

Languages Grung

Challenges 2 (450 XP)

Amphibious. The grung can breathe air and water

Poisonous Skin. Any creature that grapples the grung or otherwise comes into contact with its skin must succeed on a DC 12 constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself a success.

Spellcasting. The grung is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It knows the following spells.

1st level (4 slots): *cure wounds, jump*

2nd level (3 slots): *barkskin, spike growth*

3rd level (2 slots): *plant growth*

Standing leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start

Actions

Dagger. *Melee or ranged weapon attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 12 constitution saving throw or take (2d4) poison damage.

Shortbow. *ranged weapon attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 constitution saving throw or take 5 (2d4) poison damage

Mesmerising Chirr (Recharge 6). The grung makes a chirring noise to which grungs are immune. Each humanoid or beast that is within 15 feet of the grung and able to hear it must succeed on a DC 12 Wisdom saving throw or be stunned until the end of the grung's next turn.

Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	2 (-4)	12(+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Languages -

Challenges 1/4 (50 XP)

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

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

Actions

Bite. *Melee Weapon Attack*:: +4 to hit, reach 5 ft. one target. *Hit*: 7 (2d4 + 2) piercing damage. If the target is a creature it must succeed on a DC 11 Strength saving throw or be knocked prone.

Appendix 1: Handout 1 Poster.

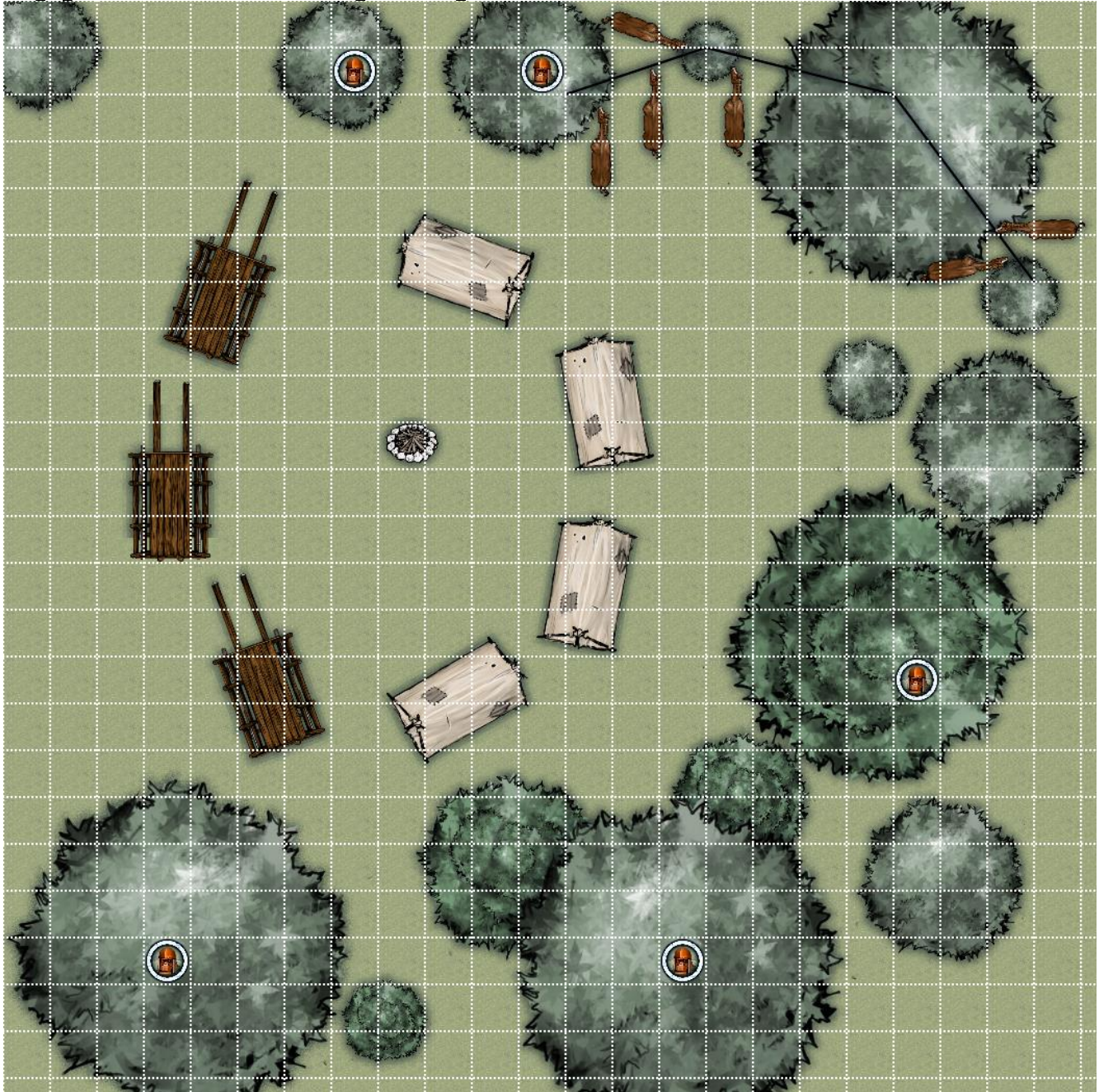
Brave Adventurers!

Prove your worth at the world's largest school.

The School of the Roads!

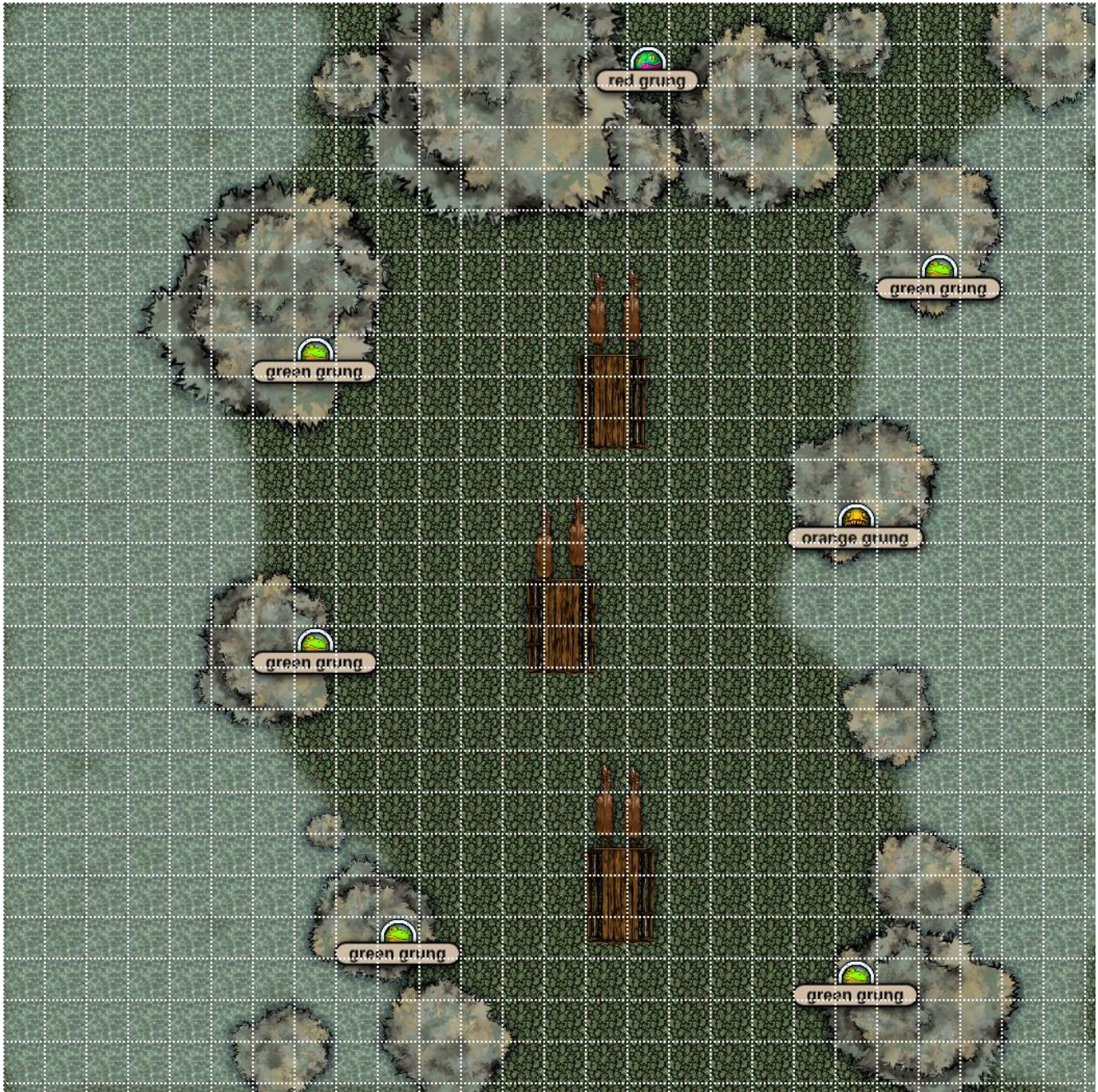
**Report to Brental's Caravan Company in Melvaunt to see if you are
worthy to join the ranks of Brental's Roads Scholars!**

Appendix 2: Camp Map.



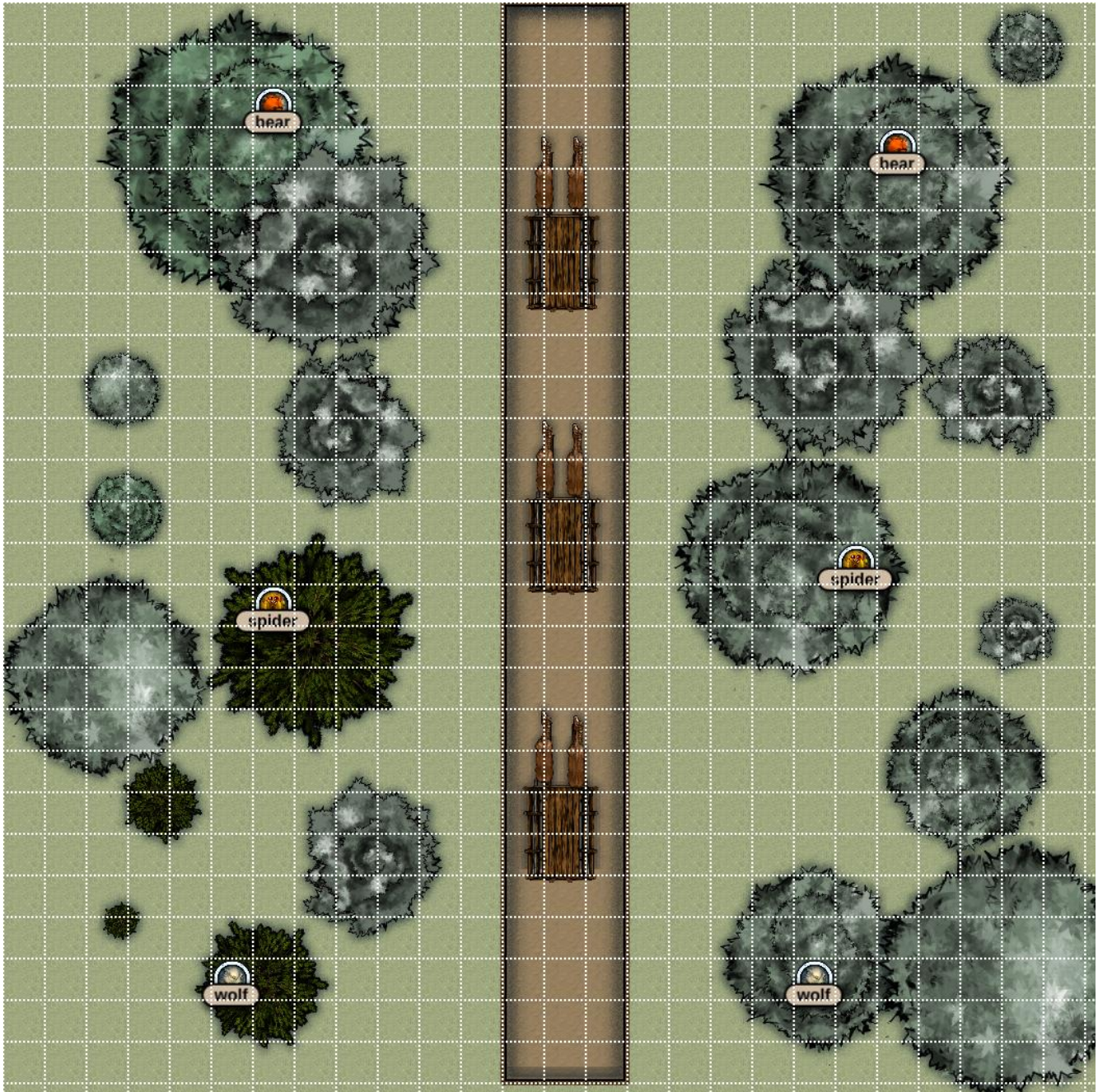
Scale = 5'

Appendix 3: Swamp Map



Scale = 5'

Appendix 4: Animal Handling



Scale = 5'

Appendix 5: Test Form

Roads Scholar Evaluation

Invigilator : Zezik FellingG

Applicant : _____

Role	Score	Personal Integrity	Score
_____	_____	_____	_____
Caravan Camp Quality	Score	Effective Wariness	Score
_____	_____	_____	_____
Route Adaptability	Score	Rival Interaction	Score
_____	_____	_____	_____
Due Diligence	Score	Special Distinction	Score
_____	_____	_____	_____
Total Score _____		Rank Earned _____	

Appendix 6: Character Rewards

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

Immovable Rod

Rod, uncommon

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

This item is found in the Dungeon Master's Guide

Spell Scroll of Alarm

Wondrous Item, common, consumable

A *spell scroll* bears the words of a single 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. 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. On a failed check, the spell disappears from the scroll with no other effect. Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

This item is found in the Dungeon Master's Guide

Potion of Healing (Greater)

Wondrous Item, uncommon, consumable

You regain 4d4 + 4 hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

This item is found in the Dungeon Master's Guide

Appendix 7: Dungeon Master Tips

To DM an adventure, it is recommended to 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>

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