

BITE THE HAND THAT FEEDS



THE PARTY (1-3 MAX) HAS JUST BEEN RECRUITED to a mercenary group replenishing it's numbers. The leader, Garion, is a double agent for Degault Neverember. His secret task is to disrupt and sow dissent in Waterdeep. Their stats are in the back. (levels in parenthesis are future levels).

Rumors and battle descriptions are in the back. For context, my intentions are this takes place after Degalt leaves Waterdeep, right before LMoP and DoIP. Also, the Storm King's Thunder campaign already transpired.

Storm King's Thunder has details on different areas near Waterdeep like Golden Fields and Rassalantar. Reading some of that material can be useful. I tried to stay consistent with what I found there. SKT has a fully detailed website you can read for free.

PART 1: INTRODUCTION TO THE BLACK GRYPHON TROOP

The following two quests build a rapport with the NPC's in the campaign and sets up a scenario where the PC's are complicit in a murder for hire scheme.

INITIAL ASSIGNMENT: TRANSPORT GOODS

BGT is hired to escort a large food shipment from Rassalantar to Waterdeep. The team must fight off a band of orcs, this is to introduce combat and build rapport. The company travels to the town and meets a few farmers. They return with the goods after winning a small battle.

Build your mercany company out with personality at this tme. Garion is very friendly yet holds control and respect of all the others. It is key to keep in mind this company is ultimately evil, but it won't become obvious until later. Note: Orynne will join the party against Garion later.

BATTLE

See Encounter 1 at the back of this module.

MISSION CLOSURE

Each player is given 50 gp as a reward.

Back in Waterdeep the team meets Shammah, a noble bard, and enjoys his personality and guilness. Garion treats the team to a victory round of drinks and praises the team (mention specifics). He leaves and the team celebrates and awaits a new mission.

You may roleplay resupplying or town interactions.

This is a good time to seed a few rumors from the rumors table for Part 1.

ASSIGNMENT TWO: CAPTURE THE THIEF

Two days later Garion reports that they have been contracted to hunt a thief who just fled the great city of Waterdeep. The thief infiltrated a Lord of Waterdeeps home and made off with a unique amulet as well as a cache of gems and gold totalling 5,000 gp.

STOLEN ITEM: AMULET OF PRINCES

Wondrous Item, Rare

The Amulet of Princes features an intricately carved golden pendant shaped like a royal crown, set with a deep blue sapphire that glimmers in the light. The chain is made of fine silver links that catch the eye, providing a touch of elegance to the wearer.

While wearing this amulet, you gain a +2 bonus to Charisma checks and saving throws.

Charm of the Noble: Once per day, while wearing the amulet, you can cast Charm Person.

Suggestion of Authority: You can use an action to cast 'Suggestion' twice per day.

Garion describes your target. He has brown hair and amber eyes, and a messy beard. He wears black leather armor with and wields a bastard sword and shield with sky blue field on a purple cloud and white lightning bolt. He is dangerous and we should be prepared to fight first and ask questions later.

The target is surprisingly easy to find traveling in the open, heading north-west on the Northfurnow road towards Goldenfields. He fits the description perfectly and has a group of mercenaries in some uniform riding with him. They look menacing and like they are looking for trouble.

You ride up on the thieves and see your mark - sitting confidently on his war horse, clad in dark leather armor and brandishing a stunning longsword that gleams in the sunlight. His shield, emblazoned with a white lightning bolt out of purple clouds on a sky blue field. His smug face suggests both pride and arrogance as he watches your approach. Clearly not knowing the danger he is in, or thinking too highly of himself. A wagon and many cohorts accompany him, all wearing matching outfits.

Garion orders Maelar to start combat with magic missiles and keltar to fire his bow. Garion presses a fight and ignores any opportunity to parlay. After the battle the gold and gems are found on a saddle horse as well as the exact item described.

BATTLE

See Encounter 2 at the back of this module.

MISSION CLOSURE

Players should hit level 2 after this encounter and each is given 250 gp, which is a very nice reward, perhaps too nice. They will also get to choose some items from the thief.

The battle should be a little more difficult, but someone in the company will try very hard to ensure the 'thief' is killed.

Garion has a pleased glint in his eyes and says, 'you all have done very well! This was a great mission and the noble who hired us will be extremely pleased. The thief is ours, the stolen goods are his, so take what you want from the body of the thief or his men!

THEIF'S BELONGINGS

Item	Value
Longword +1 Engraved with Gemmed Scabbard	2,000 gp
Large Emblazoned Shield +1	750 gp
Fine black leather armor +1	1,000 gp
Platinum Ring With Gold Bolt and Sapphires	700 gp
Gold Ring Alternating Amethyst and Sapphires +1	5,000 gp
Engraved Silver Dagger + 1 With Sapphires	750 gp
Platinum Cloak Pin with Golden Bolt Relief	200gp
Unique Large Coin of Platinum with Golden Bolt	200 gp

The players should be a little concerned about the actions of whomever killed the thief. Any good or lawful character should want to see the thief brought to justice. Garion is ever the silver tongued snake and will assure the PC's he will reprimand the one who did it and agree with them that justice was the preferred course of action. Good characters should also feel weird about looting the dead body on sight.

A SINISTER PLOY

Garion set up this ploy to earn money from Degault Neverember. The 'thief' was really the older son of the Agundar noble family, Tynnyth Agundar. He was tricked into escorting the key item and coin to Goldenfields and told to beware of thieves looking to intercept the item.

Tynnyth Agundar hired mercenaries to accompany him since he expected trouble. This way he was looking for a battle and Garion could make everything look legitimate to the BGT.

BLOOD MONEY AND DECIETFUL GAINS

Further, the mercenaries Tynnyth hired were blamed as the thieves who kill him when Garion reported back to Waterdeep. He received a reward from the Agundar family for bringing news of their son and avenging his death at the hands of the mercenaries. Thus being paid for murder and by the family of whom he murdered.

In this section the party becomes complicit in murder for hire. Garion will do his best to get the party members to even pick a trophy from the victim. This way, unbeknownst to them, they will have evidence that they are the murderers.

OPTIONAL ROLE-PLAYING

At this point the party has items from a murdered noble on them. Very few people will actually notice the smaller items, but you could have someone accuse them of theivery (no one would assume they murdered a noble but rather stole the items).

To keep the plot a secret from the PC's be careful if and how they learn the items belong to a noble family and that items bear their symbol.

Another option is to have the special coin, dagger, or cloak pin stolen by a street urchin, removing the guilt from the PC's so that they can be hero's, but still feel the sting of betrayal and being framed by the plot of Garion.

At the end of the module the PC's could return the sword or armor if they have it, or other items to the family, earning special trust and thanks. The items can easily be replaced by the treasure in the follow up quest of the duergar temple.

PART 2: A SINISTER PLOT UNFOLDS

In this section the party will get their first big battle. The plot will be teased in both the story line and in a rumor from Shammah in the rumors section.

See Rumors for Part 2 in the back for extending the plot.

ASSIGNMENT THREE: CLEAR NORTHFURROW ROAD

Multiple caravans from Goldenfields have not arrived as expected. Multiple mercenary companies have been dispatched to hunt anything plaguing the roads.

Garion explains that multiple military bands have been dispatched to clear the road to Goldenfields. This mission is a head hunting mission where you will be paid for each enemy slain. Payment is for sub-human species or easy to identify bandits.

In order to out perform the other hired companies we'll be renting a couple wagons and posing as merchants in order to draw out our targets.

My main concern is that noble bastard Zandar Roaringhorn. He is leading a group and is a damn fine leader and fighter. We must out perform him!

In the south-eastern hills a tribe of orc's is the source of the raids. The party will have an initial battle with raiders.

EASY BATTLE

The ploy works and orcs attack the caravan. The battle is a bloodbath. Payment is per head so the company promptly gathers the heads of 9 orcs and 15 goblins.

Feel free to role play this battle instead of tactical play it. This is an opportunity to continue to build a wall between the members of the company and the PC's. Orynne will continue to be a reliable support for the pc's.

A captured orc eventually reveals the camp location, you don't ask Garion how. Your company heads to attack the orc encampment with 2 other groups Garion seems to trust.

TIME TO REGROUP

The company heads back to Waterdeep to resupply and celebrate with the other hired groups. There is a great party at a fancy tavern. Here you see one of the men Garion spoke of, Zander Roaringhorn.

Your attention is immediately drawn to a boisterous figure clad in colorful noble garb, his shield prominently displaying a golden horn on a green field over a white sun. Zander Roaringhorn, the lively son of Waterdeep's illustrious Roaringhorn family, raises his mug in an uproarious toast, laughter spilling from his lips as he regales a captivated audience with tales of the recent battle with orc raiders.

Garion, Zander, and another mercenary captain eventually sit and speak in hushed tones for awhile. As the evening draws to a close Garion call the Black Gryphon's over and explains the plan. The three groups will launch a surprise attack on the orc encampment. Our goal will be to kill as many as we can and claim the highest bounty.

I've made a wager with Zander and Henry that we'll claim the highest bounty! No small wager either, 1,000 gp! Now, don't let me down and I'll be sure to share the winnings with you!

SCOUTING THE ENEMY

You scout the hills and plains surrounding Northfurrow road. The camp of orcs is well situated, but eventually a plan of attack is agreed on. Each troop takes a position encircling the encampment.

A hand signal is agreed upon to ensure no friendly half-orcs are killed and that other misunderstandings don't happen.

Feel free to come up with a hand signal that can be used later for fun or as a sign.

SKULL CRAG OUTPOST

The Skull Crag Outpost is a crude assemblage of sharpened wooden stakes and woven branches, giving the impression of a nest rather than a fortress, surrounded by a low fence of stone and tufts of dried grass. The air is thick with the tangy scent of roasting meat and wood smoke mingling with the earthy odor of damp soil and old leather, creating an almost suffocating atmosphere. A massive, mottled boar skull adorns the entrance, its empty eye sockets glittering with shards of colored glass, while swirling patterns of bright red paint claw across the façade, marking the outpost as a place of both danger and gaiety. Near the central fire pit, a burly orc in a ragged hide tunic boasts loudly about his recent hunt, drawing a small crowd of goblins eager for tales of glory as he brandishes a bloody axe high above his head.

MESSY BATTLE

During the battle different NPC's will have a chance to aid the players during their waves. Feel free to add more options for this.

The war bands from Waterdeep launch a volley of arrows into the orc's initiating the battle. As the groups close the distance on each other continuing to fire you see flashes of light from the wizards that are with you that seem to knock over groups of goblins and some orcs like bowling pins.

Grunts, growls, and howl's surround you causing disorientation. Without warning you are face to face with your first enemies and your lives and future welfare will be determined by what you do now!

See Encounter 3 at the back of this module.

At one point Garion will dissapear and ensure Zandar Roaringhorn is killed in battle. Either Garion or Andar will tear his family insignia off his cloak.

Roll passive perception for PC's to see if they notice Garion missing during the battle. Later roll again to see if they notice the insignia missing from the dead nobles body.

MISSION CLOSURE

News spreads that Zandar Roaringhorn died, and there is a general sense of loss and sadness as he was a charismatic figure.

Each PC is awarded gp based on their kill count during the waves they fought. Henry pays up on the bet and Garion shares 100gp with each PC. The PC's can have a chance to train and earn another level. PC's can also salvage orc gear if they are savvy. The multitude of metals can be sold for 100 gp to a smith. Orynne may suggest it as a smith herself.

PART 3: BITE THE HAND THAT FEEDS

Garion explains he needs to meet with one of his benefactors who gives him missions. The party has a few days of down time.

At this time you can start to share rumors from rumors table 3.

ASSIGNMENT FOUR: HELP RASSALANTAR

The players are enjoying downtime when they are engaged by Shammah regarding something important. He speaks to them in hushed tones, not normal for his outgoing personality.

Normally filled with joy and frivolity, Shammah comes to your table with a serious look in his eye. He tells you about his older brother, Balthaz, who is the most noble of his brothers. His family is responsible for the defense of a small village called Rassalantar. His brother is angry that their father won't send troops to help deal with a strange issue. Reports came that foul twisted creatures attacked the town. One guard was killed and everyone is afraid. However, their father said since the threat is gone there is no need to waste money sending more troops. Balthaz insists their duty is to protect the village and intends to do it himself! He is leaving tomorrow and Shammah wants to help him. He knows the Black Gryphon Company is battle ready and wishes to hire your group to ensure his brothers safety. We'll pay 25 gp a day for a minimum of 4 days for each of your troop.

They players will need to locate Garion and explain the plight to them. The conversation is important and should be role-played. Garion will not be pleased with the low amount of coin on a mission with no apparent opportunity for treasure. However, once he learns that Shammah, a noble is asking he changes his tune. It should be obvious he changes his mind after learning Shammah and Balthaz are nobles.

Since these are nobles I know this can lead to more work and favors. It's really hard to overvalue favors from nobles you know. Let's do this and make some coin my friends!

NEW ALLIES

Balthaz is a cavalier type fighter (level 8) and the leader of this adventure with Garion following his lead. Shammah is a bard (level 6), and they have a friend who joins them, a half-elf wizard raised by his librarian parents in Candlekeep - Chayim (level 7). I made actual character sheets for these three as they are my DM pc's so to speak and I plan to use them.

THE DASTARDLY BASTARD'S VILENESS REVEALED

On the way to Rassalantar Garion reveals his scheme and turns on the Stiegar brothers. Apparently he has been the one killing nobles and earning over 5,000 gp per noble! He orders his team to attack and gains surprise (unless the DM thinks this is too unfair).

At this point the PC's will have a chance to turn on Garion. Orynne will join the PC's. If you only have 1 PC it is suggested Keltar joins the party as well.

See encounter 4: Mutiny for details.

The battle should be close, and epic. Garion will attempt to use his potion of invisibility to escape when he get below 21 hit points and the situation is looking bleak. Maelar will attempt to use a spell to escape when he is below 15 hit points or when he sees Garion retreat. The others have no escape and will beg for their lives if the don't die in battle.

AFTER THE BATTLE

Oryne will become a permanent follower of the players at this point if she lives. No longer being under the influence of Garion and Toarbol she will come to realize how slack her morality has become. She will be overcome with grief and repentance so much so that she will switch her faith from Clangeddin the God of battle and smithing to Berronar Truesilver, the Goddess of safety, home, and family.

For those interested this is an opportunity to build a vulnerable moment for her and create a true bond with the players. Her feelings of repentance are deep causing her very low self-worth and a desire to right her past wrongs. This can be a very memorable moment and a teachable moment about the sinister side of complacency and sins ability to crawl into someone.

Feel free to let Garion and or Maelar escape. The players may be upset, but cutting down Toarbol should make up for it some.

Balthaz can decide the fate of any survivors if the PC's don't, his personality tips toward turning them in. However, a Judge Dredd execution on the spot is reasonable too, Balthaz is not a paladin. This is up to the DM to decide.

There are nice magic items for the party from this band of evil doers, you can control what they get by letting Balthaz assume control of the loot and dispersement of it.

Garion could try to buy his freedom, or trade his unique spells as well for mercy. He is dangerous and if alive has a good chance of escaping.

LIMPING INTO RASSALANTAR

The group pushes on to Rassalantar and must heal and recharge. While there they should investigate the claims of an attack. The following can be learned.

RASSALANTAR

To the west of the farmhouses, a narrow patch of trees known as Keep Woods masked the ruins of

Rassalantar's Keep, and to the east of the pond was the Sleeping Dragon Inn.

Guards from Waterdeep number 15 men, far less than the original 60 before the spell plague. They live in a barracks next to the Sleeping Dragon Inn. The town has a rookie militia of 10 more men.

The Sleeping Dragon Inn is a cozy and well kept two story inn. The inn is run by a couple, Kal and Tia. They are kind and friendly, proud to do what they do.

The small community of about 150 consisted of six walled farms. They centered around a spring-fed pond which drained into a stream and emptied to the east into the Stump Bog. Stump Bog is a sprawling, desolate marsh haunted by monsters.

Rassalantar inhabitants are mostly human with a few dwarves, halflings, elves, and half-elves. Everyone has a farming or industrious background except for the local shrine devoted to Chauntea and the bounty of the earth.

LAZY LEADERSHIP

The captain of the guard is one Larch Glindor. Slovenly, lazy, and unreliable he has neglected to do any work to find the source of the monsters or prepare for their return.

BLACK NETWORK

The owner of the Sleeping Dragon works for the Zhentarim and spies on any travelers who stay in the inn.

THE HARPERS

The head priest of the shine of Chauntea, a halfling Lyle Skyhearth, is a member of the Harpers.

PROTECTING THE TOWN

After resting in the inn, speaking to the locals it is clear the party should head west. They can hire a scout, a young lad, for 1 gold per day. Each day roll a DC 20 investigation check. Once successful they party finds tracks or can see the temple itself.

At this point the party needs to decide how to approach the temple known as The Duergar Temple Catacombs. After scouting the area no living things are found and the only remaining option is to start the dungeon crawl!

INTO THE BREACH

At this point the adventure can continue into the Duergar Temple Catacombs. Use that information to continue the adventure.

BLACK GRYPHON TROOP

Here are the classes and levels of the Black Gryphon Troop. The levels in parentheses are their levels at the end of the module.

Name	Class/Level	Info
Garion	Human Eld. Knight 6 (8)	Leader Amiable on surface, secretly plotting to frame the PC's for the nobles murders. Garion is a sociopath and ruthlessly controls Toarbol and Maelar who are his two confidants in his scheme. His sociopathic nature makes him truly fearful as he can coldly plan out any deed never being emotional about it and having no qualms about any misdeed. He has invented 2 cantrips and a special attack noted in his stat block. These could be learned by PC's at the DM's discretion.
Toarbol	Human War Cleric 4 (6)	Commands party when Garion is not around. Cruel and cunning. Worships Beshaba in the order of Doom Masters. Will argue or antagonize a priest of Tymora on sight. Highly practical though he never does evil when he could be caught or might have obvious long term consequences. However, if no one is looking there is nothing he wouldn't do to any innocent person in an attempt to please Beshaba and himself. Toarbol naturally exudes confidence and control drawing weak minded people into his orbit. His shield bears the mark of Beshaba, a red triangle with the antlers of a stag.
Maelar	Half-Elf Wizard 4 (6)	Diaboloical Wizard who seeks gold and power. Wishes to build his own tower one day and have slaves serve him as he researches and is sought after by those who need spells cast He will protect himself at all costs. He keeps both high damage spells and escape spells ready. Maelar sees others as pawns and burdens in his life's pursuit of wealth and power and despises most people.
Oryne	Dwarf Cleric 3 (5)	Friendly cleric who sees evil in the world and has become numb to it. She tries her best to aid her allies using support and healing magic. She enjoys seeing other succeed and will share stories and drink the night away when not on a mission. She is outgoing and will eventually have the concise pricked to join the PC's. She should become their friend during downtime. She worships Clangeddin, the dwarven god of battle. As a follower of Clangeddin she also works as a weapon smith when there is time and is skilled at it.
Andar	Half-Elf Rogue 3 (5)	Andar is a lazy rogue who seeks wealth the simplest way possible. He trusts the leadership of Garion and Toarbol and sees them as a free ride. Andar is known to carouse, but drinks little as he prefers to steal from the fools who let themselves get drunk. He sees himself as better than others and thus deserving of their goods. He does avoid killing those who are innocent, such as widows and orphans, which are few in his mind. He has no qualms about killing anyone else though.
Keltar	Human Ranger 3 (5)	Keltar is anti social and speaks very little. He has become aware that something more is going on with the Black Gryphon Troop. He does not care though, as long as he earns a living and is not bothered by anyone else he will continue to follow Garion and Toarbol. He does have a distaste for Maelar though.
Maglio	Half-Orc Fighter 2 (4)	Maglio is a brutish fighter who simply desires combat. He tries to control his desire for bloodshed between missions, but can normally be found drinking and fist fighting in taverns. Maglio cares nothing for others and would as easily turn on the troop as help them. However, he realizes how powerful Garion is and knows his best interests are to support him. A true nihilist.

GARION

Medium humanoid (human), chaotic neutral

Armor Class $\heartsuit 21$ or 14 with 7 DR (using DR rules)

Hit Points 65 (8d10 + 16)

Speed 30 ft.

Saving Throws DEX +5, CON +4, INT +2

Skills Arcana +3, Acrobatics +5, Insight +2

Damage Resistances None

Damage Immunities None

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	14 (+2)	10 (+0)	14 (+2)

Condition Immunities None

Senses Darkvision 60 ft., passive Perception 12

Languages Common, Infernal

Challenge 3 (700 XP)

Equipment Half Plate Armor +1, Shield +1, Long Sword +2

Eldritch Knight training. Gafgarion can add his proficiency bonus to any spell attack rolls he makes.

Combat Reflexes. Gafgarion can take the Dodge action as a bonus action on his turn.

Spellcasting. Gafgarion is an Eldritch Knight spellcaster and uses Intelligence as his spellcasting ability (spell save DC 11, +3 to hit with spell attacks). He can innately cast the following spells: At will: *cantrips - booming blade, green-flame blade, darken blade.*

1st Level (4 slots): *magic missile, shield, absorb elements,*

2nd Level (2 slots) *misty step* (bonus action teleport up to 30' away), *mirror image* 3 duplicates appear for 1 minute.

ACTIONS

Multiattack. Gafgarion makes two attacks with his Eldritch Slash or one with Darkenblade, a unique eldritch knight attack he invented.

Eldritch Slash. Melee Attack: +9 to hit, dealing 1d8 + 2 (str) +2 (magic) damage, plus one of the following.

Booming Blade: The attack deals 1d6 thunder damage and the target saves DC 12 Dex or is knocked prone.

Green-Flame Blade: The attack deals 1d4 poison AND 1d4 fire damage.

Darkenblade. Raged Attack 30': +7 to hit, deals 4d4 + 2 necrotic damage. 1/2 necrotic damage is returned to Garion as HP.

Arcane Armor Break. Ranged - performs a special sword technique infused with magic. Ranged Spell Attack: +5 to hit, dealing 2d6 + 1 force damage. On a hit, the target's armor or protective magical effect is temporarily reduced. AC (or DR) is reduced by 2. If this ability hits a target three times their armor is turned into rubble.

Magic Items. Portable Hole with 10,000 gp, Potion Fire Breathing (3 charges 4d6 dmg Save Dex DC 13 for 1/2), Potion Healing (3d6 +6). Potion of Invisibility to escape.

TOARBOL

Medium humanoid (human cleric), neutral evil

Armor Class $\heartsuit 13$ DR 4 (breastplate + shield)

Hit Points 42 (6d8 + 12)

Speed 30 ft.

Saving Throws WIS +5, CON +4

Skills Religion +4, Medicine +5

Damage Resistances Necrotic, Radiant

Damage Immunities Poison

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	11 (+0)	16 (+3)	15 (+3)

Condition Immunities Poisoned

Senses Darkvision 60 ft., passive Perception 12

Languages Common, Celestial

War Domain Features. Toarbol gains proficiency with heavy armor and gains the ability to use War Priest, allowing him to make an additional weapon attack as a bonus action after casting a spell.

Defensive Aura. Allies within 15 feet of Toarbol gain a +1 bonus to their AC.

Spellcasting. Toarbol's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He can innately cast the following spells: *Cantrips* (at will): *Guidance, Sacred Flame* (2d8 radiant dmg 60' range Dex save).

1st Level (4 slots): *Shield of Faith* (+2 ac 10 min), *Bane* (3 targets -1d4 saves and attacks for 10 rounds), *Guiding Bolt* (4d6 dmg ranged, next melee attack gains advantage against target).

2nd Level (3 slots): *Blindness* (Save vs Con or be blinded 10 rounds. Disadv on all attacks, attacks against get adv. fail all sight based saves), *Hold Person* (save vs Wis or be paralyzed for 10 rounds).

3rd Level (2 slots): *Bestow Curse* Touch/Melee Attack target is cursed and for 10 turns must save vs wisdom or be dazed and save vs dex or fall down each turn wasting their turn.

ACTIONS

Warhammer Strike. Melee Attack: +6 to hit, dealing 1d8 + 4 bludgeoning damage.

Magic Items. 2 x Potion of Healing (1d8 + 1 hp), Iron Bands of Bilarro (Ranged Attack with +Dex to hit. DC 20 Str Restrained any creature hit)

MAELAR

Medium humanoid (half-elf wizard), chaotic evil

Armor Class 13 DR 1 (magical ring of protection +1)

Hit Points 30 (6d6 + 12)

Speed 30 ft.

Saving Throws INT +5, WIS +3

Skills Arcana +5, Deception +4, Stealth +4

Damage Resistances Fire, Psychic

Damage Immunities Poison

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	16 (+3)	12 (+1)	8 (-1)

Condition Immunities Poisoned

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Infernal

Challenge 3 (700 XP)

Arcane Mastery. Maelar has advantage on saving throws against spells and other magical effects.

Spellcasting. Maelar's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He can cast the

following spells: **Cantrips** (at will): **fire bolt** (2d10 120'), **Mage Hand** **Frost Bite** (2d6 cold 60' Save Con or disadv next attack), **Blade Ward** (resistance b/p/s).

1st Level (4 slots): **magic missile**, ***chromatic orb**, **expeditious retreat**.

2nd Level (3 slots): **blindness** (save every round vs Con. Blind disadv all attacks made all att against gain adv), **Cloud of daggers** (5' cube daggers 4d4 to all in contact 1 minute), **misty step** (bonus act 30' teleport).

3rd Level (3 slots): **fireball** (8d6 dmg 150' range 20' radius), **fly** (10 min 60' fly speed). **Blink** (see book is cool).

ACTIONS

Attack. Maelar makes one attack with a spell or his staff.

Staff Melee Spell Attack: + to hit, reach 5 ft., 1d6 damage.

Magic Items. Scroll of Gaseous Form, Potion of Invisibility, Amulet of Proof Against Detection and Location, Brooch of Shielding (resistance to Force, immunity to magic missile)

ORYNNE

Medium humanoid (dwarf cleric), neutral

Armor Class 19 or 11 and DR 8 (magic splint mail +1)

Hit Points 55 (5d10 + 20)

Speed 25 ft.

Saving Throws STR +5, CON +4

Skills Athletics +5, Perception +3

Damage Resistances Poison

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	18 (+4)	10 (+0)	14 (+2)	14 (+2)

Condition Immunities Poisoned

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish

Combat Mastery. Oryenne has advantage on saving throws against being knocked prone.

Dwarven Resilience. Oryenne has advantage on saving throws against poison, and she is resistant to poison damage.

Spellcasting. Maelar's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He can cast the following spells: **Cantrips** (at will): **fire bolt** (2d10 120'), **Mage Hand**, **Frost Bite** (2d6 cold 60' Save Con or disadv next attack), **Blade Ward** (resistance b/p/s).

1st Level (4 slots): **Bless** (3 targets for 1 min gain 1d4 to any roll each turn), **Cure Wounds** (touch 1d8 + 3), ***Healing Word**60'** (1d4 + 3), **Sanctuary** (1 minute, bonus action, any atk or spell vs target must pass Wisdom save or be canceled).

2nd Level (3 slots): **Aid** (3 creatures gain 8 temporary hit points), **Hold Person** (conc 1 min, Wisdom Save or be Paralyzed), **Prayer of Healing** (30' up to 6 targets get 2d8 + 3 healed).

3rd Level (2 slots): **Beacon of Hope** (All allies in 30' gain 2d8+3 healing and get advantage on death and wis. saves for 1 minute), **Create food and water** (fulfills up to 15 humanoids)

ACTIONS

Multiattack. 2 attacks with her Warhammer + 2.

2-H Warhammer. Melee Attack: +8 to hit, reach 5 ft., one target. 1d12 + 5 damage

Battlefield Control. Melee Attack: +4 to hit, dealing 8 (1d10 + 3) bludgeoning damage. Additionally, if the target is Large or smaller, it is pushed 10 feet away from Oryenne.

Throwing Hammer (3). Ranged Attack: +4 to hit, range 20/60 ft., one target. 1d6 + 3 damage. The target must succeed on a DC 12 Con or have disadvantage on its next attack.

Magic Items. 2x Potion Healing (1d8+1)

ANDAR

Medium humanoid (human rogue), chaotic neutral

Armor Class 16 or (14 +2 DR) (leather armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

Saving Throws DEX +6, CHA +5

Skills Acrobatics +6, Deception +5, Stealth +6

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

Condition Immunities None

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Thieves' Cant

Charming Presence. Andar has advantage on Deception checks made to interact with creatures that can see him.

Fingers of Steel. Andar can attempt to use his Sleight of Hand skill as a bonus action instead of an action.

ACTIONS

Multiattack. Andar makes two attacks with his Dagger or uses his Special Action in place of one Dagger attack.

Sneak Attack. When hidden he gains advantage. On any attack with advantage he gets a sneak attack dealing 3d6 + 4 damage.

Dagger. Melee Attack: +4 to hit, dealing 7 (1d4 + 4) piercing damage.

Throwing Knife (6 knives). Ranged Attack: +4 to hit, dealing 6 (1d4 + 2) piercing damage. Each knife is poisoned with a 1d8 damage poison that inflicts poison status for 2 rounds. Save DC 10 vs Con to avoid poison status.

KELTAR

Medium humanoid (half-elf ranger), chaotic neutral

Armor Class 19 or 16 DR 3 (Studded + 1)

Hit Points 33 (5d10 + 10)

Speed 30 ft.

Saving Throws DEX +7, CON +4, WIS +3, CHA +2

Skills Stealth +7, Survival +3

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Keltar has two short swords + 1 and a short bow with 30 arrows.

Evasion. If Keltar is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he

instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Cunning Action. Keltar can take the Dash, Disengage, or Hide action as a bonus action on each of his turns.

ACTIONS

Dual Swords. Melee Attack: +8 to hit. Two hits, 1d6 + 3 damage.

Archery Short Bow. Keltar shoots 1 arrow with +8 to hit doing 1d6 + 3 damage.

Rapid Short Bow. Keltar shoots 2 arrows with +2 to hit doing 1d6 + 3 damage.

Dancing Blades. Keltar makes two melee weapon attacks against a single target. +6 to hit, 2d8 + 5 damage. The target bleeds for 1d4 damage next round.

Magic Items. Ring of Jumping (bonus action jump, 15' broad or 30' running with a height up to 15' at will), Rope of Climbing,

MAGLIO

Medium humanoid (half-orc fighter), chaotic neutral

Armor Class 17 or 11 DR 6 (chain mail)

Hit Points 31 (4d10 + 8)

Speed 30 ft.

Saving Throws STR +5, CON +4

Skills Athletics +5, Intimidation +3

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	13 (+1)

Condition Immunities None

Senses passive Perception 10

Languages Common, Orc

Fighter's Endurance. Maglio can add his Constitution modifier to his hit points recovered from healing effects.

ACTIONS

Maglio can make 2 Greatsword Slashes or a single Intimidating Strike.

Greatsword Slash. Melee Attack: +6 to hit, dealing 2d6 + 3 slashing dmg.

Intimidating Strike. Maglio swings his greatsword with a fierce battle cry. On a hit, the target takes 3d6 + 5 slashing damage. The target must succeed on a DC 13 Wisdom or be frightened until the end of its next turn. The target must also save DC 13 Dex or be knocked prone.

ENCOUNTER 1 TRANSPORT GOODS

Black Gryphon Troop defends a shipment of food from Rassalantar to Waterdeep from orcs.

In order to keep this simple for newer players let the fighting take place on both sides of the wagons so that the PC's are on one side with 3 other members (such as Oryrne, Maelar or Toarbol, and Keltar or Maglio)

1-3 pc's with Oryrne and Maelar fight 6 + (1 per pc) goblins, 3 + (1 per pc) orcs, and 1 (2 if 3 pc's) ogres. Maelar should not have 3rd levels spells yet.

ENCOUNTER 2: STOLEN AMULET

This encounter is a similar setup but the roles are reversed where the Black Gryphon Troop are the raiders attacking a shipment from Waterdeep.

This encounter should be roleplayed a little more as there is a need for the party to have a chance to notice the zeal with which Garion, Toarbol, and Maelar have to ensure the 'thief' dies. You can narrative style play much of the battle with everyone being there just avoiding all the rolling of dice. Then use tactical play for the mercenaries immediately around the players similar to Encounter 1.

Oryrne, Toarbol, and the PC's will fight 8 mercenaries + 1 per player. The other Troop members will face the rest of the 'brigands'.

Remember to have the PC's get an idea of the bloodlust of Garion and Maelar here. They could see some action from around the corner of the wagon, or towards the end hear the noble ask why and perhaps beg for mercy stating he is worth a lot more alive with a ransom. Without regard for his pleas Maelar or Garion strike him down and take a piece of his cloak with his family emblem, only noticable on a perception check.

ENCOUNTER 3: ORC ENCAMPMENT

Three distinct groups fight the orc encampment including Black Gryphon Troop, Zandar Roaringhorn and his men, and a 3rd mercenary group.

Garion, Toarbol, Maelar, or Andar will attempt to kill Zandar and tear his emblem from his cloak at any chance.

There are 45+ orcs, 60+ goblins, 12+ giant boars, and 6+ ogres. The party will fight this battle in recurring waves of limited enemies.

To run this crazy battle use narrative for everyone but the party. The party will fight enemies in waves below. They will get 20 rounds to fight before the rest of their allies finish everyone off. Feel free to end early if it seems reasonable.

Wave #	Enemies	Special
1	1 goblin + 1 per player	-
2	1 orc per player	Maglio kills 1 orc
3	2 orcs + 1 goblin per player	Zandar kills 1 orc
4	1 giant boar 1 orc per player	Oryrne heals party
5	1 ogre	Ogre has - 12 hp
6	1 ogre 1 orc 1 goblin	Ketlar kills 1 orc
7 +	0-1 ogre + 0-2 orc + 0-1 Giant Boar	DM's Choice

BOUNTY REWARDS

Monster	Gold Reward
Goblin	5
Orc	10
Giant Boar	20
Ogre	50

ENCOUNTER 4: MUTINY

Garion and Balthaz will lock in on each other. Chayim and Maelar will be focused on a magical battle. Shammah will try his best to deal with Toarbol. This leaves The PC's and Oryrne to deal with Andar, Keltar, and Maglio.

Garion will attempt to use his potion of invisibility to escape when he get below 21 hit points and the situation is looking bleak. Maelar will attempt to use a spell to escape when he is below 15 hit points or when he sees Garion retreat.

Have the PC's and Oryrne focus on Andar, Keltar, and Maglio in tactical combat.

Like two lions in their prime you see Balthaz and Garion circle each other. Your senses become heightened. Chayim's eyes lock onto Maelar, and you can see the steel will in the young librarian. His determination and focus clear as he faces a superior and wicked mage known to murder for coin. Shammah nervously faces Toarbol, leaving your group and Oryrne to deal with Maglio, Keltar, and Andar.

Toarbol and Shammah will be the wild card in the battle. Toarbol will cast spells that will impact the players, like Bane, Blind and Hold Person. Shammah will sing Life's Anthem (my homebrew bard ability) as he fights Toarbol and try to cast Thunderous Cacaphony to knock down as many enemies as possible.

RUMORS

All rumors from part 1 are always available. Role or choose the rumor you want to share. As more tables become active use your own judgement on which ones to supply the PC's. Some rumors show in parentheses their purpose.

RUMORS AVAILABLE PART 1

Source	d10	Rumor
Oryrne	1	Drink with me to the dead. For one day we will join them, but that is not today! (build friendship)
Patron	2	Devalt Neverember used to be our Lord, but was run out of town and replaced by the hidden nobles, no one knows the real reason why.
Rich Patron	3	The noble family Roaringhorn's are great warriors and bold! They also throw great parties! (set up for part 2)
Bar Maid	4	Waterdeep was spared from the Spell Plague, but much of the world was devastated. Relate more info as players show interest. (history)
Patron	5	Waterdeep protects many villages far outside it's borders. As the greatest city it is fitting it protects so many people and towns. Rassalantar and Goldenfields are key to our food supply and we protect them at all costs! (basic world information)
Gnarly Ranger	6	Orcs and ogres seem to be increasing in number lately. However, bugbears are the ones that scare me the most. (introduce bugbears to newer players, set up large orc camp battle later)
Patron	7	That bard up there has a wonderful voice, always cheers me up after a long day. Part of the Steigar family of nobles, selfish lot. Props to him for sharing his skills with us. (background on Shammah and Balthaz family)
Child Bus Boy	8	I noticed a small pocket on one of your friends where he pulled out more coin than that pouch could hold, I bet it is magic!! (clue to secret magical pouch Garion owns which is a portable hole)
Noble District Guard	9	The Agundar Family are known for their work with mercenaries, martial-training and weapon-forging (flesh out a noble family, potential for guided role-play)
Adventurer	10	I've been hired for a few gigs, making 30-50gp is awesome! My brother is jealous I can tell you that, haha! (clues that the payouts the party is getting are high).

RUMORS AVAILABLE PART 2

Source	d8	Rumor
Shammah	1	<i>A few nobles sons have gone missing and it is causing a bit of an uproar in nobles district. Agundar, Silvertor, and Neshar families all confirm an heir is missing.</i> (important clue to deeper plot line)
Toarbol	2	All experience misfortune, and all deserve it. It is an honor to have it come from such a beautiful Goddess who is strong. Tymora, her twin, was undeservedly blessed. (world building, intro to Beshaba and Tymora)
Fancy Patron	3	The eldest son of the Agundar noble family has been missing for some days. There is a large reward for his safe return. (clues Neverember is not all good, Waterdeep noble family intro.)
Merchant Guard	4	Word is in Rassalantar that strange creatures are seen. Orcs and Goblins are enough for me though. Be careful out there, some creatures can only be damaged by magic. (preparation for next module)
Bar Maid	5	The ship captains are reporting more storms than normal. Not only that, a black ship sails the seas and reports are that a few ships were overtaken by pirates. (Divine Contention plotline)
Town Guard	6	Neverember used mercenaries too much. I've lived here all my life and now that he is gone we have a large militia of home grown soldiers. These are men I can trust, and the town trusts them too! (clues as to Neverember using mercenaries)
Mercenary	7	Work here is good, though I hear Neverwinter is hiring a lot now too. There are a lot of good mercenaries, but Garion is one of the best. I've heard he has created his own magic even, imagine that, a simple mercenary create new magic! The man must be a genius. (seeds of a deeper mind in Garion, one capable of duplicity)
Local Merchant	8	I got a nice stash of magic items in recently. If you are looking for some potions or oils come by my place. (introduce players to magical oils and basic potions).

RUMORS AVAILABLE PART 3

Source	d6	Rumor
Oryne	1	Drink with me to the dead. For one day we will join them, but that is not today!
Patron	2	Degalt Neverember used to be our Lord, but was run out of town and replaced by the hidden nobles, no one knows the real reason why.
Rich Patron	3	The old Lord of Waterdeep has stolen a huge hoard of gold which is hidden in the city somewhere. He has brought stability everywhere he has gone though.
Bar Maid	4	Waterdeep was spared from the Spell Plague, but much of the world was devastated. (history)
Patron	5	Waterdeep protects many villages far outside it's borders. As the greatest city it is fitting it protects so many people and towns. Rassalantar and Goldenfields are key to our food supply and we protect them at all costs! (basic world information)
Rich Patron	6	The Roaringhorn's are a simple lot, party hard and have fun. Nothing complicated about those folk, it's amazing they ever became nobles. (some background on the roaringhorns)


RUMORS IN RASSALANTAR

Source	Rumor
Guard	The creatures seemed nearly immune to attacks and left on their own for no apparent reason.
Guard	They came from and left back towards the West
Guard	They were short and stocky, but monstrous and ugly.
Guard	We don't have the men to do anything more than defend the town. We can't send patrols out thanks to Waterdeep not staffing more men here.
Farmer	I don't want my family to die. These monsters will surely return!
Farmer	Many years ago some strange dwarves in the mountains used to trade with us for food.
Farmer	Waterdeep leaves us barely protected, they used to keep more men here. I don't understand why they have left us at the mercy of these monsters!
Farmer	I remember blue light and pale skin, the monsters were terrifying!

TAVERN GAMES

Here are a couple games to try if you would like to have some fun!

GOBLIN'S DICE


A game of deception using all the  dice. The game is played in turns where the bets grow like the Fibonacci sequence until someone cries for mercy. Each turn the players roll one set of dice (turn one: d4, turn two d6 etc, looping back to d4 after the d20 turn).

Each player hides his roll from the other player. Player 1 sees his roll, then guesses what the total of both dice rolls are. The 2nd player may make a higher guess or challenge. This continues until someone challenges.

Upon a challenge both players reveal their dice. If the number guessed is equal or lower then their sum they win the pot. Otherwise the challenger wins the pot.

Continue until someone begs for mercy like a nasty little goblin.

THE GREEDY DWARF

This is a game of 21 using the dice. Each player has all the  dice available. The goal is to roll the dice and come the closest to 21 without going over.

First, all players put an agreed ante into the pot. This can change between rounds.

Then each player secretly rolls any two dice they want, then continues rolling a single die until they choose to stop. Each die can only be rolled a single time.

When all players involved are happy they reveal their scores and the one closest to 21 without going over wins the pot.

HALFLINGS LUCK

You play slots against the DM basically. It costs 5 gold pieces to play no matter what. You chose to roll 3 of the same dice. If you roll all the same numbers on each dice you win.

Dice Rolled	You Win
d4	80 gp
d6	180 gp
d8	320 gp
d10	500 gp
d12	720 gp
d20	2,000 gp