



Parnast Under Siege

Despite the adventurers' best efforts, more creatures joined under Bad Fruul's banner. No longer content to simply attack caravans or isolated homesteads, the hill giant warlord descends upon Parnast at the head of a great force of humanoids. SEER warns the adventurers (directly now) in time to rally the town and prepare defenses, but a heroic effort is required to break the siege.

A Four-Hour Adventure for 1st-4th Level Characters



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Introduction

Welcome to *Parnast Under Siege*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Storm King's Thunder™* storyline season.

This adventure is designed for **1st through 4th-level characters**, and is **optimized for five 4th-level characters**. Characters outside this level range cannot participate in this adventure.

The adventure takes place in and around the village of Parnast.

The D&D Adventurers League

The D&D Adventurers League™ is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (if they have one). In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time or see the need to do so, 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 Player's 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. Alternatively, 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 the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. These adjustments are not required, nor are you bound to the suggestions made by the adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 4th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, so long as you maintain the original spirit of what's written.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed

makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Everyone should have the opportunity to shine.

Mind the Time. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. *The Dungeon Master's Guide* has more information on the art of running a D&D game.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection</i> *	3,000 gp
<i>True Resurrection</i> *	50,000 gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character

possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte background feature does NOT reduce the gp or downtime cost for either of these spells.

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Acolytes can call upon spellcasting services in and around the three towns as follows:

Parnast (Tier 1). Mielikki

Stagwick (Tier 2). Chauntea

Beregost (Tier 3). Lathander, Waukeen

Death and Recovery

Sometimes bad things happen, and characters die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to

spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Adventure Background

Bad Fruul has mustered a horde of monstrous humanoids under his banner, and has set his sights on killing Chandra Stol, priestess of Mielikki and setting the Shrine of Axes to the torch. The small village of Parnast happens to be in his way where both Chandra and the Shrine reside.

But Bad Fruul is no ordinary hill giant; he is possessive of a headband of intellect with the soul of a drow priestess of Lolth named Narcellia Varam'myr bound within.

The SEER has been tracking Narcellia for some time but lost track of her during the *Tyranny of Dragons*, and has since been unable to divine the location of the intelligent item. Aware of Narcellia's hate for Angharradh, SEER subtly encouraged Chandra to reach out for a replacement statue of Angharradh (See DDAL05-02 *The Black Road*) and provided the needed inspiration to an artist in the Anauroch Desert—the combination of these acts provoked Narcellia to act and drove her from hiding.

The small village of Parnast was never a concern for Bad Fruul, but after recent orc attacks (see DDAL05-12 *Bad Business in Parnast*) on nearby farms, captured farmers-turned slaves divulged to Bad Fruul that the town recently received a statue of Angharradh. It was further learned that the keeper of the Shrine of Axes, Chandra Stol was none other than a relative of Narcellia's prisoner, which further infuriated Narcellia.

One of the latent powers of the Headband of Intellect that Narcellia inhabits is that it can't be easily scryed upon. However, with the magical tomes found in the Marsh of Chelimber (See DDAL05-07 *Chelimber's Descent*), SEER has devised a ritual to scry on Narcellia and Bad Fruul.

NARCELLIA VARAM'MYR, PRIESTESS OF LOLTH

Narcellia was imprisoned in the headband by Luistarra Stollereil. In a plan born of vengeful suffering Luistarra, a less

than scrupulous follower of Angharradh (elven deity of spring), imprisoned Narcellia in the headband for leading the attack that destroyed Luistarra's village long ago near Evereska. Unknown to SEER, Chandra Stol is related to Luistarra Stollereil.

Sometime after defacing the statue of Angharradh in Parnast during the Tyranny of Dragons, Narcellia came into the possession of Bad Fruul. The intelligent head band has been urging Bad to increase his wealth, and girth. She has also encouraged the giant to study magic from stolen spellbooks. With the breaking of the Ordning it was not difficult for Narcellia to urge Bad to step out of his comfort zone and draw other monstrous humanoids to his purple mammoth skull banner.

Adventure Overview

Part .1 A Visit with Seer. Having learned of the headband's location and its ties to Bad Fruul, SEER directly contacts the characters with the news that Bad Fruul is finally readying to destroy the shrine and kill Chandra.

Part 2 Making Something of Nothing. The characters have some time to prepare the town as Bad Fruul is still mustering his horde. During this time the characters can train the militia, reconnoiter the area, fortify the town, and other related tasks. Characters can call in favors due by the ettin, Gralm, and plead for help from Prince Thornacious or Oblivillish for aid.

Bad Fruul sends orc assassins to kidnap Chandra and destroy the shrine in the night. If successful Chandra is taken to the Spine Rippers Den.

Part 3 The Siege of Parnast. Otherwise, Bad Fruul holds the small village of Parnast under a siege. He sends emissaries to relate his demands in no uncertain terms: relinquish Chandra Stol, the statue of Angharradh, and the entirety of their food stores. Unbeknownst to the town, he plans to attack regardless of the town's acquiescence; his horde demands food and slaves.

Should that fail the horde prepares to march on Parnast. Bad sends in his forces to test the defenses of the small town. If those forces are beaten down he sends his horde in to destroy the town, focusing on the Shrine of Axes and the statue.

Adventure Timeline

The adventure starts on Day 1 with A Visit with SEER.

Bad Fruul marches on Parnast after **four** Days (on the 5th day) from when the adventure begins. If this adventure is being played with multiple tables Bad Fruul will march on Parnast on the 3rd day. Characters can discover this information in the Forearmed is Forewarned: Determining the Time Table section.

Once characters have spent their 4 days (or 2) in game or when you hit the 2 hour and 45 minute mark and the

characters are set on doing more encounters, have Hsing find the characters and alert them that the time table has been pushed up and Fruul's horde is marching on the town.

Adventure Preparation

Ask if any of the characters have the **Defender of Parnast** (DDAL05-03 *Uninvited Guests* or DDAL05-10 *Giant Diplomacy*) or **Greater Defender of Parnast** (DDAL05-10 *Giant Diplomacy*) story award.

Ask the characters if they have played the following adventures and their results. Average the results if tables have conflicting accounts.

DDAL05-03 Uninvited Guests. Do any of the characters possess the title of Adoness awarded by Thornacious?

DDAL05-10 Giant Diplomacy. Did any of the characters convince Gralm to join them in their fight against Bad Fruul? Did Gralm remain indifferent? Did they fail to persuade him either way? Did the characters befriend the sprite Oblivillish or not?

DDAL05-12 Bad Business in Parnast. Did the characters report to Ragnar or Gundalin? As the results from this adventure have not yet been tallied, use the results from the player's experiences to determine who the leader is in Parnast. If none of the characters at the table have played that adventure, then you can choose.

Did they kill Kagrota Threeteeth or was she spared?

Interactive Play

Parnast Under Siege can be played as a mini-Epic, multi-table adventure with up to 3 tables. To facilitate the adventure running smoothly with multiple Dungeon Masters all tables should be adjacent to each other and the DMs should sit as close to each other as possible. When running with 3 tables the tables should be set up in a triangle formation if possible.

Adventure Hook

The adventure assumes the characters have already participated in some of the Tier 1 adventures for the Storm King's Thunder season taking place in Parnast. If a character has not been in Parnast, Hsing can still approach them with the ornate door on any walled surface in any town or city.

Missing Farmers. Characters may be meeting with Ragnar or Gundalin (depending on the outcome of DDAL05-12 *Bad Business in Parnast*) in the Golden Tankard. Ragnar/Gundalin would have contacted the characters to ask them to go looking for nearby farmers and villagers who have recently gone missing.

Faction Assignment: Lords Alliance. Members of the Lords Alliance may have been sent to the town

to bolster the forces there and make sure the town does not fall against the evil giant's forces.

Town Rumors. The following rumors and tales can be inserted in the adventure where the DM feels it's appropriate:

- *"Evdur is known to fall asleep while on watch, usually in the east tower."*
- *"Many families have come into the village due to orc raids and reside in the stables despite the horrid smell left over from the Cult of the Dragon's wyverns."*
- *"Some farms have been raided and the people taken."*
- *"Someone or something was seen skulking on the rooftops near the Shrine of Axes."*
- *"A sinkhole has opened up under the pond in the crater. Some villages have seen a strange creature with claws and 4 legs escaping from the sink hole in the crater or climbing in with an animal in tow."*

Part 1. A Visit with SEER

Estimated Duration. 30 minutes

As the characters tend to their business in Parnast they are interrupted by a commoner with a strange tale. These villagers were given visions by the pseudodragon Hsing to draw the characters to the edge of town for a meeting with SEER who has vital information about Bad Fruul and his horde.

Visions

If the characters are together they're approached by a single villager. Otherwise they're be contacted by different villagers with strangely-similar stories.

These stories are believable as there has recently been orc activity in the area (DDAL05-12 *Bad Business in Parnast*) and more recently some nearby farms have been raided for food and slaves, which anyone in the area would have heard about.

"Ogres! Orcs! North in the fields!", a bedraggled villager cries as he runs toward you. "Come quick, I saw a horde of orcs north of town, help!"

The villager (Gevies an older human male, Magoun a middle aged human male, Tam a young female halfling, or Arlenda a middle aged human female) claims they were on the north side of the town when they saw a horde of orcs and ogres appear in the fields north of town. The villager urges the characters to investigate and leads them to the back side of the stables where the horde was seen in the nearby fields.

If the characters are not together, pause before describing what is seen and move on to draw the rest of the characters to the same location with a different character from above.

An Odd Door

As the characters assemble near the stables they find they arrive at nearly the same time. However, there is nary an orc or ogre to be seen in the field. The villagers are dumfounded by this. If questioned, each villager swears they saw orcs and ogres. The guard in the nearby watchtower claims to have seen nothing.

Before they get too far into questioning the villagers each character gets an image in their mind of an overly ornate door with Shou stylings in their mind that opens into the stables behind them. As they see the door they see in their minds another image of them opening it. Just then from a nearby tree, Hsing, a small pseudodragon with red scales

and milky white eyes flies to the door and flutters about, waiting for the characters to open it. If questioned Hsing only returns feeling of calmness, comfort, and friendship and more visions of the character opening the door. Characters that have played earlier adventures in this season might have met Hsing before and be aware of his connection.

Any attempt to reveal the pseudodragon's motives with Wisdom (Insight) reveals that the small dragon is not hiding anything. If pressed the pseudodragon shows images of a serene study with a multitude of birds fluttering about. If further questioned they are shown a series of images of various cities and villages across Faerûn interspersed with fleeting images of an older Shou woman's caring brown eyes. A member of the Lords Alliance or a character with the Noble background recognizes the cities and towns as places that the Lords Alliance do business, those of a different faction or no faction can realize the same information with a successful DC10 Intelligence (History) check.

SEER's STUDY

This study and the garden beyond are all part of a pocket demiplane that SEER controls.

General Features

In the well-maintained garden are several small benches surrounding a pond filled with koi. The water moves as if a breeze blows over it. Beyond the walls of the garden are towering trees whose branches cover the garden at a height of about 40 feet—completely obscuring what is beyond.

The door is unlocked for the characters, if they ask a villager to open the door it is locked. If the door is opened only the characters and any familiars and animal companions may enter. When a character opens the door, read the following:

As you open the ornate door a small white bird flies out and into the southerly sky.

Entering through the doorway you see an octagonal room, its walls covered by shelves that hold scrolls, books, and birds. All types of birds sit on small swings, calmly preening themselves or eating at small dishes of bird seed.

A large desk takes up a large portion of the room. A map of the Sword Coast is splayed out across the desk, its corners held down with small marble statues of Shou gods. Next to the desk a small table holds a tea set on a silver tray.

A set of double doors takes up one face of the octagonal room. The doors are open to what appears to be a garden. Through the doors, you see a woman standing at the edge of a small pond. She wears a blue robe embroidered with birds. Without looking she waves to you, indicating you should approach. You're sure this room and garden are not inside the Parnast stables!

Should a character attempt to pocket anything in the study moments before they act SEER calls out to them, calling them by name in a grandmotherly tone. If a character does not attempt to purloin anything she calls one of the characters by name anyway.

Grab the tea set on your way here, won't you dear? And don't forget the cookies.

Roleplaying SEER

SEER is a human woman of Shou descent with characteristic golden brown skin, black hair, and brown eyes. She appears to be in her early 50's and leans lightly on a silver staff topped with a crane's head, its eye made of blue crystal. If Hsing showed them images of the cities, this is the same woman seen. She is a Shou noble, has been a member of the Lords Alliance for many years, and operates as the head of intelligence within the Lords' Alliance.

She is warm and grandmotherly—offering tea and cookies to visitors. In particulars, she thinks of those working on her behalf as her children/grandchildren. Occasionally, she gets a distant look in her eyes as though her attention is focused elsewhere, and she has been known to answer questions just before they're asked.

Quote: *"Of course I know why you are here. The question is, do you?"*

SEER introduces herself as such. She offers tea and greets the characters as if she knows them, making small talk while asking them somewhat personal questions, such as:

- *"How did that wound you suffered from the orc in the cabin heal up?"*
- *"Have you heard word from you family since the frost giants came down from the mountains?"*
- *"Have you spoken with Esvel? They've been eyeing you with a twinkle in their eye?"*
- *"Were you able to find a buyer for those giant toe nails you secreted away? When this is all over bring them to me and I can make a little something for you."*

Birds flutter about the garden, occasionally they land on her shoulder and tweet into her ear. When

this happens she pauses and speaks to the bird, which then flies off.

After pleasantries are out of the way SEER gets down to business. She thanks the characters for their actions in prior adventures, specifically mentioning the statue of Angharradh (DDAL05-02 *The Broken Road*) as well as any successes dealing with the fey (DDAL05-03 *Uninvited Guests*), Gralm (DDAL05-10 *Giant Diplomacy*), fending off the orcs (DDAL05-12 *Bad Business in Parnast*) and especially retrieving magical tomes from the Marsh of Chelimber (DDAL05-06/07 *Beneath Fetid Chelimber/Chelimber's Descent*).

SEER relates the following information to the characters.

- Bad Fruul, a hill giant that has fallen into possession of a powerful magic item, a *headband of intellect*. However, the headband that he possesses houses the soul of a drow priestess of Lolth named Narcellia Varam'myr.
- Hundreds of years ago, in a plan born of vengeful suffering Luistarra, a less than scrupulous follower of Angharradh (elven deity of spring), imprisoned Narcellia in the headband for instrumenting an attack that destroyed Luistarra's village near Evereska.
- Narcellia's previous owner was responsible for defacing the statue of Angharradh in the Shrine of Axes during the Tyranny of Dragons.
- The SEER has been tracking Narcellia for some time but lost her during the rise of the Cult of the Dragon—and has since been unable to divine her location.
- In order to flush her out of hiding, SEER capitalized on Narcellia's hate for Angharradh—encouraging Chandra to seek a replacement for the damaged statue of Angharradh, and provided the inspiration for an artist in the Anauroch Desert to creature it.
- Sometime after defacing the statue Narcellia (the *headband of intellect*) came into the possession of Bad Fruul. The intelligent *headband* has been urging the hill giant to increase his wealth, and girth. She has taught the giant the basic nuances of arcane magic from stolen spellbooks. With the Ordning's dissolution, it wasn't difficult for Narcellia to urge Bad Fruul to step out of his comfort zone and draw other monstrous humanoids to his banner.
- One of the latent powers of the *headband of intellect* that Narcellia inhabits is that it cannot easily be scryed upon. However, with the magical tomes found in the Marsh of Chelimber (See

DDAL05-07 *Chelimber's Descent*), SEER has finally devised a ritual to scry upon it and its current owner.

- SEER has learned that the small village of Parnast was never a concern for Bad Fruul, but after the recent orc attacks by Kragota Threeteeh (See DDAL05-12 *Bad Business in Parnast*) on the towns nearby farms, captured farmers and villagers turned slaves related that the town recently received a statue of Angharradh.
- Further spying by Fruul's agents has revealed that the keeper of the Shrine of Axes, Chandra Stol wears a particular pendant owned by her ancestor Luistarra, which further infuriated Narellia.
- Lord Fruul of the Greypeaks has set his sights on killing Chandra Stol, priestess of Mielikki and destroying the Shrine of Axes.
- It should take several days for Fruul to pull together a small horde of monstrous humanoids under his purple mammoth skull banner and march on Parnast.
- SEER does not have the needed rare consumable to cast the scrying spell again. The characters need to gather information on their own if they wish to know more of Fruul's plans.

A Promise of Adventure

SEER feels horribly about Chandra's involvement as she was not aware of the priestess's relation to Luistarra or that she would become the object of Narellia and thus Fruul's wrath.

SEER bestows three charges upon the characters on her behalf and that of the Lords' Alliance:

- Chandra Stoll is to be protected at all costs
- Determine when Bad Fruul is going to attack and rally the defenses of the town and protect the villagers of Parnast
- Bring Bad Fruul's headband of intellect to her.

For satisfying each of these charges, SEER offers the characters 600 gp. Additionally, she offers the characters an additional 200 gp if they complete all of these tasks without a single villager being harmed in the process and 100gp if they can keep Chandra Stol out of Fruul's hands.

Characters wishing to negotiate that succeed on a DC 13 Charisma (Persuasion) check convince SEER to offer an additional 100 gp.

Assignment from the Lords' Alliance

If there are any Lords' Alliance faction members in the party SEER speaks to them about the tenets of the Lords' Alliance, of the importance to maintain steady growth of civilization, even in small towns

such as Parnast. She asks the characters to do everything in their power to maintain the integrity of Parnast as it's important to the growth of the Lords' Alliance.

Specifically, she would like to see the characters convince the leader of Parnast (Ragnar Redtooth or Gundalin) to join the Lords' Alliance by the time this threat is removed.

- **Ragnar.** The obstinate man has previously rebuffed invitations to join the Lords' Alliance from Azam, but with the Lords' Alliance's aid in protecting the town, he could come around if he's in charge.
- **Gundalin.** He's a fledgling leader and may be easily swayed.

Development

Upon leaving SEERs study, the ornate door the characters leave via disappears from the stable's wall. The characters must now choose what to start with and may work on or complete any number of tasks before the horde arrives at Parnast:

Protecting Chandra. Inform Chandra of the danger she's in. Protect her at all costs.

In Defense of Parnast. Alert the townsfolk to the danger the town is in and prepare its defenses.

Forewarned is Forearmed. Send out scouts to learn more about Bad Fruul's swelling horde.

Characters may also think of something not mentioned above, in that case you as the DM should improvise based on what you understand of the story and Bad Fruul's motivations.

Interactive Play

If this adventure is being played as a multi-table event, consider the following when instructing the tables which task to complete:

- The table that has the most collective renown chooses which of the above they want to take on.
- A table with a lot of players that have played DDAL05-03 *Uninvited Guests* or DDAL05-10 *Giant Diplomacy* should be encouraged to play Forewarned is Forearmed.
- A table with a lot of Lords' Alliance members should be encouraged to play through In Defense of Parnast.

Timing

The meeting with SEER starts the clock; Bad Fruul's horde approaches and arrives in Parnast in four days's time.

Part 2. Making Something Out of Nothing

Estimated Duration: 2 hours

When playing this adventure as a single table the groups choices are limited by time. They will not be able to do everything, make sure they know their options.

Interactive Play

If this adventure is being played as a multi-table event, each section should take up the majority of the 90 minutes. If there is time (and days) remaining the tables can continue to try for successes on Fortifications, Training, or Scouting.

Option A. In Defense of Parnast

During the events of DDAL05-12 *Bad Business in Parnast* it was learned that an attack from Bad Fruul and his horde was imminent. Folks began stockpiling food and some farmers and their families have come in from the outskirts of town and the stables are overflowing with refugees, despite the stink of wyvern.

With the new information from SEER a new sense of urgency has arisen. If Ragnar is the leader, he has already started some fortifications around the buildings and training of townsfolk. He agrees to confer with the characters regarding possible improvements. If Gundalin is the new leader, he has not set up any fortifications and acquiesces to any of the character's suggestions for the defense of the town and martial training.

Talking with Leadership

Either Ragnar or Gundalin are out of their depths in preparing for a siege. They do the best they can with what they know but the characters have more experience in this type of situation.

If Lords' Alliance members ask them what they can do to help aside from fortifications and training either men jokingly say, "Well if we survive this, clearing the barn of the stink of wyvern would be nice!". This situation can be resolved in one of three ways.

- The owner of the herbalist shop, Sylas, is down on his luck and is happy to allow the characters to search through the leftover herbs and notes left by his wife, the herbalist. It was his wife that was the herbalist so he has no knowledge to help. The shop has an herbalist kit and various notes can be found in a book on how to make a potion to remove strong smells. A successful DC10 Intelligence (Nature) check is needed to create the

potion. This check takes up one check in the Fortification, Training, or Scouting sections below.

- If the characters ask Thornacious or Oblivillish (see Fear of Sprites) they're able to guide the characters to herbs that can remove the stink. A successful DC10 Intelligence (Nature) check is needed to create the potion in 4 hours, this check takes up one check in the Fortification, Training, or Scouting sections below.
- Any encounter with the Orcs of the Spine Ripper clan can include the following tome:
- **Severin's Guide to Draconic Beasts.** This tome written by the former leader of the Cult of the Dragon includes detailed instructions on raising and caring for draconic beasts including drakes and wyverns. Included are steps to create a potion to remove the wyvern stink. With this in hand any townsfolk can point them to the old alchemist shop for ingredients. A successful DC10 Intelligence (Nature) check is needed to create the potion in 4 hours, this check takes up one check in the Fortification, Training, or Scouting sections below.

During the conclusion of the adventure if the party has the Wyvern stink potion it is enough to push the Lords' Alliance's cause over the tipping point and the current leader thanks them profusely and agree to join the Lords' Alliance.

Roleplaying Ragnar Redtooth

During the cult's occupation of Parnast, Ragnar accepted bribes from the cult's leadership to conceal their activity and keep them abreast of any unusual activity within Parnast. Though he was outed for his conduct, he has managed to convince most of the townsfolk that he did what he did to ensure Parnast's well-being. Ragnar is a tall, heavyset man with enormous mutton chop sideburns who seems friendly enough.

Quote: "I was in the town militia—never a commander."

Roleplaying Gundalin Cartwright

Gundalin is an unremarkable, balding human man in his mid-fifties who wears what remains of his hair in a long gray ponytail. The scent of sawdust lingers in the air about him. Gundalin is hardworking and fair, but harsh when wronged and slow to forgive. He didn't like how things were shaping up under Ragnar, however now that he's the de-facto leader of Parnast he's not liking his situation any better.

Quote: "Uh....I'm just not sure about this."

Where to Make a Stand

There are two main choices of where to make a stand, the town as it stands now or the ruins of Old Parnast.

Parnast. The current town has the crater on one side as a defensive point and sturdy buildings, but no walls or other major fortifications. Ragnar has setup some fortifications. Add 5 **Fortification Siege Points** (see below) if they chose this option; the townsfolk are more comfortable and easily trained in their usual environment. Any training check is made with advantage.

Old Parnast. There are three standing buildings and some portions of the palisade wall still standing. The palisade and buildings are sturdier than the current town. Add 10 **Fortification Siege Points** (see below) if they chose this option. Any Fortifications check is made with advantage.

Siege Points

The points that the characters achieve in the days prior to the siege by building Fortifications, Training the townsfolk, or Scouting the region can be spent during a later encounter and represent their preparations and training. Each encounter in the Siege of Parnast section details how these Siege Points can be spent. Siege Points given by Gralm can be spent as any type. Use different colored tokens to represent each type and accumulate them in a group pool, dice can also be used.

Fortifications and Training

Characters can spend time Fortifying and Training the townsfolk. A character can make two checks each day.

Some suggested usage of skills are listed below, and if a character succeeds on a DC 13 check, record the type of check (fortification or training) used as they'll come into play as Siege Points during the siege. A check with a result greater than 20 awards 2 Siege Points instead of 1.

Fortifications. Regardless of which location they decide on ask the characters to come up with ideas on how they can use their unique skills to fortify the location. These could include:

- **Strength (Athletics).** Digging trenches, building pickets, fortifying existing buildings. Rebuilding the current palisade. Characters with the Soldier background make this check with advantage.
- **Intelligence (Tools).** Creating fortifications. Characters with a related Guild Artisan's background make this check with advantage.
- **Intelligence (History).** Building sound structures to aid in the defense. Characters with the Sage background make this check with advantage.
- **Wisdom (Perception).** Identifying the locations that would be most defensible and building around them to ensure good lines of sight.

- **Wisdom (Survival).** Creating traps, pits, etc. around the town/palisade or in nearby farms or fields. Characters with the Outlander background make this check with advantage.

Training the Townsfolk. Characters can spend time training the townsfolk on a number of skills that are useful during a siege. Ask the players what their characters do to train the townsfolk. Some suggestions are:

- **Strength (Athletics).** Wielding weapons and wearing armor. Characters with the Soldier background make this check with advantage.
- **Intelligence (Tools).** Creating weapons and armor. Characters with a related Guild Artisan background make this check with advantage.
- **Intelligence/Wisdom (History).** Using military history to teach the townsfolk how similar battles have been fought. Characters with the Sage or Soldier background make this check with advantage.
- **Wisdom (Medicine).** Teaching basic first aid and battlefield medicine. Characters with the Hermit or Outlander background make this check with advantage.
- **Wisdom (Religion).** Maintaining the morale of the townsfolk. Characters with the Acolyte background make this check with advantage.
- **Wisdom (Survival).** Stocking up on food and supplies for a siege. Characters with the Outlander background make this check with advantage.
- **Charisma (Performance/Persuasion).** This increases the townsfolk's morale. Characters with the Charlatan, Entertainer, Folk Hero, or Noble background make this check with advantage.

Development. Record the number of Fortification and Training Siege Points gained by the party. Use different colored tokens to represent each type and accumulate them in a group pool, dice can also be used.

Spies

Bad Fruul is an intelligent leader. He's sent spies to monitor the town's preparing. While training the townsfolk, characters with a passive Insight of 15 or higher notice one of the "villagers" acting a bit...strangely; they are asking a lot of questions and can be found wandering about town at all hours—both day and night.

If questioned, the suspicious villager, Mazzy, caves easily; a successful DC 5 Charisma (Deception, Intimidation, or Persuasion) is all that is needed. Mazzy confesses that her family was taken captive by Bad Fruul and are being held in the Spine

Rippers's Den. Mazzy has been instructed to spy for Bad Fruul or else her loved ones will be slain. If asked if there are other spies, she truthfully admits that she doesn't know.

There are, in fact, others. A character succeeding on a DC 15 Wisdom (Insight) check detects two other refugees, Jarlor and Larrish, with similar stories. A successful DC 10 Charisma (Persuasion/Intimidation) reveals that they recently sent information about the town to Bad Fruul.

Jarlor's caravan was attacked by Bad Fruul's forces, while Larrish was fleeing giant incursions near Lorhk when his family was captured.

Every third evening, each spy ventures into the fields east of town and meets with a Spine Ripper **half-orc spy**. If captured, the half-orc is a resilient interrogation subject; only a successful DC 20 Charisma (Intimidation) check compels him to reveal the location of the Spine Rippers Den and confirm that the spies's stories are true. This information gives them **1 success** during the Forewarned is Forearmed: Determining the Time Table if it hasn't been completed yet.

If the characters do not defeat the half-orc spy it is possible to feed the spy bad information. A successful DC 15 Charisma (Deception) check awards the characters **5 Scouting Siege Points**.

Orc Scouts

If the party has not already come upon any Spine Ripper Orcs (in Protecting Chandra or Forewarned is Forewarned section) the character with the highest passive Perception notices a couple of **orc scouts** in the fields—scouting the town. If the characters succeed on a DC 13 Dexterity (Stealth) group check, they are able to surprise the orcs, otherwise the two groups see each other at the same time in a small field 100 feet apart. If they know they have been detected, the orcs flee.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak or Weak party:** Remove an **orc scout**
- **Strong party or Very strong:** Add an **orc scout**

Interactive Play

If this adventure is being played as an interactive event, use the following encounter instead:

- **Very Weak or Weak party:** Three **orcs**
- **Average party:** An **orc eye of Gruumsh** riding an **uroch**, and three **orcs**
- **Strong party:** An **orc eye of Gruumsh** riding an **uroch**, and four **orcs**

- **Very strong party:** An **orc eye of Gruumsh** riding an **uroch**, and four **orcs**—one of which also rides an **uroch**

Development. If captured and questioned the orcs know the location of the gathering (north in the Greypeak Mountain), but not where Fruul resides. A successful DC 10 Charisma (Intimidation) check reveals that these orcs are from the Spine Ripper Clan, that their clan is favored among the orc gods because their chief Kurglow Axebreaker has recently been given whelps. A DC 15 Charisma (Intimidation) check reveals the location of the Spine Rippers Den. This information gives them **1 success** during the Forewarned is Forearmed: Determining the Time Table section unless they've already encounter Spine Ripper orcs.

Treasure

The orc scouts have 50gp in treasure.

The Sinkhole

The local stream once fed into a pool at the bottom of the crater, but recently a sinkhole has opened up, draining the pond. The stream now flows into a muddy area, before draining into the sinkhole. Recently a **chuul** has begun coming out and killing farm animals in the dark of night. The townsfolk have thus far been too scared to investigate.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak party:** Remove a **chuul** and add a **thri-kreen**
- **Weak party:** Remove a **chuul** and add an **ankheg**
- **Strong party:** Increase the **chuul's** hit points by 20.
- **Very strong party:** Increase the **chuul's** hit points by 40.

This sinkhole could be completely irrelevant to the adventure or the characters could utilize it. The sinkhole is 60 feet deep and opens into a small cavern where the creature lives. The cavern is oblong, but irregular in shape. It's 40 feet wide and 300 feet long and very damp. The cavern could hold about 100 people for a short amount of time or could be used as a hiding place for Chandra and the statue of Angharradh to try and dissuade Bad Fruul from attacking.

Option B. Forewarned is Forearmed

While the information from SEER is valuable, there's no substitution for local knowledge of the situation. Characters can spend time outside of town finding information and securing allies. Move these

encounters along quickly, they should not take up too much time.

Determining the Time Table

The characters know Bad Fruul is forming his horde, but the exact amount of time this takes is unknown. In order to determine this characters must observe the local area. The characters must make a group Wisdom (Perception) check, DC 10. If the characters succeed they learn the number of days remaining until Bad Fruul raises his army and marches on Parnast. Failure results in the party either over or under estimating the timing. Roll a 1d4. A result of 1-2 is under, a 3-4 is over, then roll 1d3 for days over or under estimated.

Bad Fruul marches on Parnast 4 after the adventure begins. If this adventure is being played with multiple tables Bad Fruul marches on Parnast after 2 days.

Scouting Advantages

A character may spend a day scouting and makes 2 checks each day. Any of the skills below can be made against a DC of 13. Record the number of successful checks (Siege Points) and that they came from "scouting" as they'll come into play during the siege.

Siege Points

The successes that the characters achieved in the days prior to the siege by building Fortifications, Training the townsfolk, or Scouting the region can be spent during an encounter and represent their preparations and training. Each encounter details how these Siege Points can be spent. Siege Points given by Gralm can be spent as any type. Use different colored tokens to represent each type and accumulate them in a group pool, dice can also be used.

Discovering who is joining Bad Fruul's horde, where they're coming from and possibly dissuading some potential enemies could be the difference between the town surviving or being destroyed. Ask the characters to determine what skill they'll use to ferret out the information and the details of that information. Suggestions include:

- **Wisdom (Perception or Survival).** Determining the best locations to approach the town and how best to use the terrain. Character with the Soldier or Outlander background make this check with advantage.
- **Intelligence (History).** Recalling some tribes of humanoids in the area when their banners (**Player Handout 1**) are seen. Allowing for calculation of number of enemies in the horde. Characters with the Sage background gain

Advantage on this check. A successful roll may indicate the general area where the Spine Rippers Den is. The Spine Rippers are a prominent orc clan in the region.

- **Intelligence (Nature).** Knowing what types of creatures dwell in the area could be useful in determining what Bad Fruul's horde consists of— orcs, goblins, ettins. Characters with the Outlander background make this check with advantage.
- **Dexterity (Stealth).** Scouting the area unseen among the moving orc and goblin tribes. Characters with the Soldier or Outlander background make this check with advantage.
- **Charisma (Deception).** The tribes in the area are not yet fully under Bad Fruul's control. Successful disinformation fed to goblins and orcs could hinder the formation of Fruul's horde. Characters with the Charlatan or Noble background make this check with advantage.

Development. Record the number of Scouting successes gained by the party. If you have different colored tokens to differentiate Fortification, Training, and Scouting success, use them. Dice could also be used.

GRALM'S Promise

Characters that participated in DDAL05-10 *Giant Diplomacy* have convinced the ettin Gralm to attack Bad Fruul, however, ettins are often of two minds. The characters can do nothing and hope Gralm keeps his word or they could meet with Gralm to remind him of his promise and solidify the plan.

Hope Gralm Keeps His Word. Gralm is not stupid, he's certain if he attacks Fruul alone he'll die. He figures he's keeping to the spirit of the agreement if he doesn't join the horde and makes sure a few of the orc warbands that are on the fence side with Gralm, or meet his club. Add 5 Scouting Siege Points to the characters' pool.

Meet with Gralm Again. It takes a successful Wisdom (Survival) check DC 15 to find and travel to Gralm's camp. A successful check results in the trip taking 1 day to find the camp travel there and back, while a failed check takes 1 day, but all party members must make a DC 13 Constitution saving throw. A successful check indicates only 1 level of exhaustion is gained, while a failure indicates 2 levels of exhaustion are gained in the dash back to Parnast.

Once in his presence, Gralm confirms his agreement to attack Bad Fruul's forces. Gralm hopes to pull some of Fruul's horde to his own camp. A successful DC 15 Charisma (Persuasion) check convinces Gralm to aid the characters during a

combat encounter of their choice, not including direct combat with Fruul (**adding 10 Siege Points**), but if the Charisma (Persuasion) check beat a DC20 he will be convinced to attack Fruul personally and adds **10 Siege Points**. Less than DC 15 means that Gralm waits for an opportunity to cause the most harm to the horde (**add 5 Siege Points**).

Roleplaying Gralm

Gralm, an ettin, has two heads. One side of him is formal to a t; -he speaks and addresses everyone with the utmost intelligence, but he is utterly cold and calculating. He is above average intelligence and wants to make sure he is getting the best deal and upper hand. The other side of him is angry, impulsive, prone to violence (hence, one of the ways he keeps all of his minions in check - fear of retribution).

Quote: "Of course I plan to uphold our bargain I thought- Big Fruul a stupid giant, we SMASH his teeth!"

Interactive Play

If this adventure is being played with multiple tables each table gains the benefits of Gralm's aid (i.e., Gralm's Siege Points are added to all tables and he aids in the battle if convinced).

A Fear of Sprites

Narcellia is terrified of the fey—a holdover from her raids on elven villages near Evereska long ago. Characters that participated in DDAL05-03 *Uninvited Guests* or DDAL05-10 *Giant Diplomacy* that made the acquaintance of Thornacious or Oblivillish may use this to their advantage against Narcellia. It may occur to characters to visit the Weathercote Wood to get solicit aid from the fey. Additionally, the characters may suggest petitioning the fey of Weathercote to watch over Chandra and the statue of Angharradh. This would keep them both safe as Narcellia won't permit Bad Fruul to enter the woods.

Those that have been to the woods know that a magical blue mist engulfs the woods and is poison to outsiders. If no character is aware of this any of the local townsfolk can make them aware.

Into the Weathercote Woods. When in the Weathercote Wood each creature must succeed on a DC 10 Constitution (Poison) saving throw or gain a level of exhaustion. A successful DC 10 Intelligence (Nature) check suggests that the blue mist is to blame.

A successful DC 15 Intelligence (Nature) or Wisdom (Survival) check allows the characters to find Thornacious or Oblivillish in the woods and return in 1 day. A failed check takes 1 day, but all party members must make a DC 13 Constitution

saving throw. A successful check indicates only 1 level of exhaustion is gained, while a failure indicates 2 levels of exhaustion are gained in the dash back to Parnast.

Blue Mist Antidote. Characters asking about the blue liquid from the herbalists shop (DDAL05-03 *Uninvited Guests*) find that though Sylas is down on his luck, he happily allows the characters to search through the leftover herbs to try and recreate the *blue mist poison antidote*. Unfortunately, his wife was the herbalist, so he isn't much help. The shop has an herbalist kit and notes can be found in a book on how to make it. A successful DC 15 Intelligence check made with the herbalism kit creates 2d4 doses of the antidote, but the process takes 1 day.

The Blue Mist of the Weathercote Wood

The beautiful mist produced by the forest attacks the respiratory system, causing shortness of breath and intense vertigo. While it's possible to safely develop an immunity through brief exposures over time, prolonged initial exposure can be dangerous for those unaccustomed.

After four hours of exposure to the blue mist, a creature not native to the Wood must succeed on a DC 10 Constitution saving throw or gain a level of exhaustion. Each hour thereafter, the characters repeat the saving throw (to a maximum three levels of exhaustion) until seven hours of exposure is reached--a total of four saving throws.

Because the symptoms manifest as a general weakness and difficulty breathing, as well as nausea from the vertigo, it is impossible to rest in the mist without the antidote. This is a poison effect. Creatures that do not need to breathe are unaffected. Creatures native to the Wood are immune.

The Call for Aid. Once the players find the sprites as well as other fey of the woods they can begin negotiations.

If the character previously met Thornacious or Oblivillish they are remembered fondly. Convincing either of the two fey to aid the party is fairly easy; it requires only a successful DC 10 Charisma (Persuasion) check.

Convincing the fey to join the party in protecting Chandra Stol and Parnast requires a Charisma (Persuasion) check with the following possible persuasion modifiers.

Persuasion Modifiers

Content	Modifier
Character has the Adoness story award	Advantage
Mention Chandra is a cleric of Mielikki or that Luistarra is a cleric of Angharradh	Advantage
Mentions Gralm is siding with the town	Disadvantage
Mentions previously killing a stag	Disadvantage
Evil character speaks	Disadvantage

The results of the Charisma (Persuasion) check determines the makeup of fey that agree to join the defense of Parnast.

Persuasion Result

Result	Who Joins
<5	None
5-9	Blassios the satyr
10-14	Blassios and two sprites
15-19	Blassios and five sprites (Add 5 Siege Points)
20-24	Blassios, Oblivillish and ten sprites (Add 10 Siege Points)
25+	Blassios, Prince Thornacious, Oblivillish, and twenty sprites (Add 15 Siege Points)

Convincing the fey to allow Chandra or the statue of Angharradh to stay in the woods during the siege requires a successful DC 15 Charisma (Persuasion) check. Under no circumstances will the fey allow all of the townsfolk of Parnast to stay in the woods.

Roleplaying Prince Thornacious

The sprite, Thornacious, is royalty in his fey society and is charged with protecting the western portion of the Weathercote Wood. He is smartly adorned for combat in greens and browns and wears a headband which glows a golden light when he is visible, making him easily distinguishable from other sprites. He is accustomed to others recognizing his status and has little tolerance for those who do not extend to him the proper courtesies. He values manners, protocol, and respect, and reciprocates in kind when it is given. Thornacious is not evil, but can be cold and ruthless if he deems it is necessary. He sees no place for humor in matters of diplomacy.

Quote: "It's good to see you, but I wish you hadn't come back into the woods."

Roleplaying Oblivillish

The sprite, Oblivillish, is a servant to Thornacious (a fey royalty charged with protecting a part of Weathercote Wood outside Parnast). He was cursed by Thornacious (his invisibility malfunctions) for killing a stag (he was hungry!)

Quote: "If you think that might work we could try it but I don't really know it's your life..."

Roleplaying Blassios

A satyr in the company of Thornacious. He is more concerned with friends and spirits than his duties. Blassios is loyal to the Prince. If the characters wish to engage Blassios in conversation, he talks, but is not immediately forthcoming. He is easily swayed by drink and is not shy about asking if any wine is available. If given any drink, he relaxes and asks questions about the upcoming battle. Blassios is not a fighter and stays out of combat unless forced to defend himself.

Quote: "You looked so sad, with no one stepping up. I had to help, unfortunately no one else did."

Orc Scouts

If the party has not already come upon any Spine Ripper Orcs (in Protecting Chandra or Forearmed is Forewarned section) the character with the highest passive Perception notices a couple of **orc scouts** in the fields—scouting the town. If the characters succeed on a DC 13 Dexterity (Stealth) group check, they are able to surprise the orcs, otherwise the two groups see each other at the same time in a small field 100 feet apart. If they know they have been detected, the orcs flee.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak or Weak party:** Remove an **orc scout**
- **Strong party or Very strong:** Add an **orc scout**

Interactive Play

If this adventure is being played as an interactive event, use the following encounter instead:

- **Very Weak or Weak party:** Three **orcs**
- **Average party:** An **orc eye of Gruumsh** riding an **uroch**, and three **orcs**
- **Strong party:** An **orc eye of Gruumsh** riding an **uroch**, and four **orcs**
- **Very strong party:** An **orc eye of Gruumsh** riding an **uroch**, and four **orcs**—one of which also rides an **uroch**

Development. If captured and questioned the orcs know the location of the gathering (north in the Greypeak Mountain), but not where Fruul resides. A successful DC 10 Charisma (Intimidation) check reveals that these orcs are from the Spine Ripper Clan, that their clan is favored among the orc gods because their chief Kurglow Axebreaker has recently been given whelps. A DC 15 Charisma (Intimidation) check reveals the location of the Spine Rippers Den. This information gives them 1 success during the Forewarned is Forearmed: Determining the Time Table section unless they've already encountered Spine Ripper orcs.

Treasure

The orc scouts have 50 gp in treasure.

Option C. Protecting Chandra

Estimated Duration. 60 minutes

This wooden building combines small shrines of several gods under one roof. Until recently, it has been unmanned, but a priestess of Mielikki, Chandra Stol, has taken up residence within the shrine. She bakes fresh bread daily, which she gives away free

to the refugees who've come into town since orcs have been raiding the outlying farms, some of which (ten adults and seven children) are staying in the shrine. Four gods are represented within, each representing one of four seasons: Auril (winter), Angharradh (spring), Chauntea (summer), and Mielikki (autumn).

The Statue of Angharradh

The events of DDEX05-02 *The Black Road* details the adventurers journey to bring a statue of Angharradh to the Shine. The statue depicts the Triune Queen, the three-fold deity Angharradh.

Inscribed into the base of the statue is "Unity and diversity bring strength. Be ever vigilant against She Who Was Banished and work together in defending the lands of the Fair Folk from those who would work evil. Celebrate the One and the Three for their collective purpose and individual expressions of life. Through the melding of widely different skills and interests, creativity, life, and artistry are nurtured and new ideas are discovered." Those knowledgeable in religion may recognize this as the wisdom of Angharradh Elves, half-elves, and the faithful of any of the three feel a calming presence when near the statue.

CHANDRA'S PAST

The shrine is tended by **Chandra Stol**, a half-elf follower of Mielikki. Chandra's lived in the area of Parnast for decades and has just recently come to stay in the town to tend the shrine. Chandra is a wanderer and priestess of Mielikki (acolyte) and is knowledgeable about the local area.

Roleplaying Chandra Stol

Chandra is a reserved, quiet woman. She speaks rarely, more often answering questions with hand gestures and body language if she's able to convey her thoughts that way. If she can't, she will speak, although briefly.

Chandra wears a cloak pin consisting of three intertwining circles (Luistarra's pendant, representing Angharradh).

Quote: ::shrug::

Chandra is reserved, and provide little information unless asked directly. However, if the characters make Chandra aware of the danger she's in from Narcellia she reacts with fear. The story of her ancestor Luistarra's battle with the drow Narcellia is well known to her. It takes a successful DC 20 Charisma (Persuasion) check to get Chandra to open up, or DC 10 if the party mentioned Narcellia. Followers of Mielikki and Emerald Enclave faction members have Advantage on the roll. Chandra knows the following.

- Chandra verifies SEER's story of Luistarra and Narcellia. Her relative, Luistarra went mad after

Narcellia destroyed her village and bound Narcellia into the headband using hag magic.

- She recalls a story told by her mother Narcellia's being deathly afraid of the fey—sprites in particular. Chandra mentions that there are fey in the Weathercote Woods nearby.
- Narcellia has plagued her family with her lust for vengeance for centuries and is responsible for Chandra's mother's death 30 years ago.
- After her mother's death, Chandra went into hiding and hasn't heard about Narcellia for nearly 30 years and thought her gone for good.

Despite the character's assurances Chandra believes that the characters cannot protect her and flees if left to her own devices. If she's put under watch she attempts to return to hiding in her old cabin in the Greypeak Mountains about a day away from Parnast.

Fleeing into the Night

Chandra fears if she stays she will be killed by Narcellia or her minions. About an hour before the Night Raid (see below) Chandra attempts to flee from the character's protective custody. An alert character may notice her unease with a successful DC 13 Wisdom (Insight) check.

When she flees, if the result of her Dexterity (Stealth) check is greater than the passive Perception score of the character(s) watching her (if any), she succeeds, and leaves the shrine, although if a character pays close attention to her a contested roll is appropriate.

If confronted she flees towards the mountains. A successful DC 13 Charisma (Intimidation or Persuasion) check convinces her to stay. If she escapes, she can be tracked with a successful Wisdom (Survival) DC 10 out of town.

Night Raid

On the evening of the first day, Bad Fruul sends two **orc red fangs of Shargaas** riding two **giant bats** to kidnap Chandra at the Shrine of Axes.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak party:** Remove an **orc red fang of Shargaas** and a **giant bat**; replace an **orc red fang of Shargaas** with an **orc** and an **orog**
- **Weak party:** Remove an **orc red fang of Shargaas** and a **giant bat**
- **Strong party:** Add an **orc red fang of Shargaas** and a **giant bat**
- **Very strong party:** Add an **orc red fang of Shargaas**, a **giant bat**, and a **manticore**

Development. The orcs land on the roof of the Shrine of Axes and are only noticed by characters with a passive Perception of 15 or higher. The orcs rush into the shrine and cast *darkness* into the shrine (which they can see through). If Chandra's in the shrine, the orcs attempt to kidnap her. If she's not, they grab a refugee that happens to look like her (a female half-elf) or one of the characters if they fit the bill.

If the orcs get Chandra or a resident of Parnast, they flee on their giant bats and fly to their cave in the Greypeak Mountains (see Spine Rippers Den, below). The characters can learn the location of the Spine Rippers Den by somehow following the orcs or questioning a captive. A successful DC 10 Charisma (Intimidation) check reveals that these orcs are from the Spine Ripper Clan, that their clan is favored among the orc gods because their chief Kurglow Axebreaker has recently been given whelps. A DC15 Charisma (Intimidation) check reveals the location of the Spine Rippers Den. This information gives them **1 success** during the Forewarned is Forearmed: Determining the Time Table section unless they've already encounter Spine Ripper orcs.

If time is running short and the orcs won't be able to return to Spine Rippers Den in time, the red fangs of Shargaas may attempt to simply kill Chandra.

Treasure. The orcs and giant have 50gp in total treasure. One has a piece of leather painted black with the image of a human spinal column and skull. The spinal column is broken in two. This is a symbol of the Spine Ripper's clan.

Into the Woods

If Chandra escapes, she makes her way to her old cabin in the woods. It takes all night to walk to the cabin and back to Parnast. It's night and she covers her tracks making it more difficult to follow her, a successful DC 15 Wisdom (Survival) check is needed to track Chandra into the wilds, west toward the Greypeak Mountains. A successful DC 20 Wisdom (Survival) check means the characters are more easily able to follow the tracks and gain on Chandra. If the check fails, her tracks are lost. The characters can make another check after **an hour** of searching nearby to find the trail again. If the second check fails, the trail is hopelessly lost and the characters should return to Parnast unless they have some other way to find Chandra.

Characters must make another Wisdom (Survival) DC 15 check when they cross a stream and another when they enter the mountains. Failure requires

another hour spent and another check to find the trail again.

A roll of a 5 or less on any of the Wisdom (Survival) checks results in the party running into couple of **orc scouts** mustering. If the characters succeed on a DC 13 Dexterity (Stealth) group check, they are able to surprise the orcs, otherwise the two groups see each other at the same time in a small field 100 feet apart. If they know they have been detected, the orcs flee.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak or Weak party:** Remove an **orc scout**
- **Strong party or Very strong:** Add an **orc scout**

Development. If captured and questioned the orcs know the location of the gathering (north in the Greypeak Mountain), but not where Fruul resides. A successful DC 10 Charisma (Intimidation) check reveals that these orcs are from the Spine Ripper Clan, that their clan is favored among the orc gods because their chief Kurglow Axebreaker has recently been given whelps. A DC15 Charisma (Intimidation) check reveals the location of the Spine Rippers Den. This information gives them 1 success during the Forewarned is Forearmed: Determining the Time Table section unless they've already encounter Spine Ripper orcs.

Treasure. The orcs have 50 gp combined. One has a piece of leather painted black with the image of a human spinal column and skull. The spinal column is broken in two.

CHANDRA'S CABIN

In a small valley protected by a grove of trees is Chandra's cabin. When she sees the characters approach Chandra accepts her defeat and their protection.

It is likely be between 5am and 8am when they find the cabin. The characters must decide if they want to head back immediately or take a long rest since once they have travelled for a total of 9 hours they must succeed on a DC 11 Con Saving throw or suffer a level of exhaustion and must make a save every additional hour traveled equal to 10+1 for each hour past 8 hours travelled, with each failure resulting in one level of exhaustion.

Interactive Play

If this adventure is being played at an interactive event, Chandra is not at her cabin, she has been captured by Spine Ripper orcs and taken to the Spine Rippers Den.

Some orcs have been left behind to search the cabin while others take her back to the Spine Rippers Den. Use the orc encounter in Into the Woods, above.

Treasure

Chandra offers them (or the orcs have) 2 poultices that remove 1 level of exhaustion each, but their effect fades within a week's time (in other words they're not usable after this adventure).

Option D. Spine Rippers Den

The Spine Rippers Den can be used in one or two ways for the adventure. It can be the location where Chandra is kidnapped and taken to during the Protecting Chandra section and/or it can be used by devious players to dissuade some of the orcs of the surrounding area to fight for Bad Fruul during the siege. The vast bulk of the Spine Rippers clan is already at the horde meeting location.

Time is of the essence, be sure that the party knows they should not doddle in the den. They must retrieve Chandra and return to Parnast to finish preparations. If the party is not out of the den by the 2 hour and 30 minute mark Hsing appears and informs them that Fruul's horde is marching and they must leave to join the fight. All party members must make a DC 13 Constitution saving throw. A successful check indicates only 1 level of exhaustion is gained, while a failure indicates 2 levels of exhaustion are gained in the dash back to Parnast.

Getting There

The Spine Rippers Den is deep in the Greypeak Mountains. It takes one day to travel to the den and back with a successful DC 12 Wisdom (Survival) check. A failed check still takes 1 day, but the party arrives back in Parnast with 1 level of exhaustion.

Approach

Approaching the den leads through a small valley. A crude hut with a young **orc** (8 hit points, AC 11) that watches over the herd of Aurochs is off to one side of the lightly forested valley.

1. Entry Way

If the followers of Shargaas recently arrived with Chandra or another character an **orog** is here, carefully watching the valley.

Development. Characters must succeed on a DC 15 Dexterity (Stealth) **group** check to go unnoticed by the sentry.

If the characters are noticed, the sentry warns the orcs in Area 3 and 4, then return to stage an ambush at the entry with the **orc eye of Gruumsh** and the **cave bear** while the **orog** and the **acolyte** sneak up behind via the secret door. Detecting the door requires a successful DC 13 Wisdom (Perception) check.

2. War Hearth

No orcs are currently in the War Hearth. Shrines to orc gods, decorated with bones and blood line the walls. A fire burns slowly in the center of the room. Pelts and bedding take up the majority of this room.

3. CHIEFTAIN'S Cave

An **orc eye of Gruumsh** and her **orc acolyte** guard the Chieftain's cave. A fire burns in the center of the room, pelts make up a crude tent to one side. The war chief's best treasure has been secreted away, but some trophies and treasure can be found here with a successful DC 15 Intelligence (Investigation) check.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak or Weak party:** Remove the **orc eye of Gruumsh**
- **Strong party or Very strong:** Add an **orog**

Development. The eye of Gruumsh can be reasoned with he will put up his hands and attempt to talk before a fight breaks out. A DC 15 Charisma (Deception, Intimidation, or Persuasion) check convinces the orc to divulge the general numbers and layout of the den and indicate that the chief's whelp is in Area 4.

Before he gives any information, however, he intimates that the orc acolyte should be killed (so his betrayal is kept secret). A further DC 15 Charisma (Intimidation) will get him to talk even if the acolyte was not killed.

Treasure. The orc eye of Gruumsh has 50 gp in spell components. The war chief's treasure consists of a miniature silver dragon skull made of silver and worth 50 gp. There is also a small sack containing 50 gp and another sack of gems worth 50 gp.

4. Luthic's Den

This cave is full of activity. Ten young orcs mill about playing around a hearth. A dugout pit holds about ten human hostages in poor condition. And **orc claw of Luthic** and a **cave bear** are on opposite sides of the cavern and immediately attack any intruders.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak or Weak party:** Remove the **cave bear**
- **Strong party or Very strong:** Add an **orog**

Development. A successful DC 10 Wisdom (Insight) indicated that one of the orc whelps is more important to the orc claw of Luthic. A threat to any of the orc whelps needs only a successful DC 10 Charisma (Intimidation) check to get the orcs to stand down, and the DC is reduced to 5 if the threat is directly to the more important whelp. The orcs reveal that the whelps are children of chief Kurglow Axebreaker. The characters may be able to use this information against Kurglow during the siege if the orc whelps are taken hostage.

The human hostages are the family of the spies that were sent to Parnast. Mazzy's, Jarlor's, and Larrish's missing family members are all here. They tell the characters the details of their imprisonment as noted in the In Defense of Parnast: Spies section.

The Northeast passage leads to a secret door to Area 1.

5. Yurtrus's Camp

This camp is grotesque. A lone **orc hand of Yurtrus** wears pale gloves of elven skin. He brews a foul-smelling concoction over a fire. Bones and ash litter this cave and are piled up as an altar to the orc god Yurtrus. A wooden frame holds a pale white section of elven skin. The corpse of a flayed elf rots on the edge of the room. The orc cannot speak as it has no tongue. A secret door leads outside the orc den.

Treasure. Spell components worth 50 gp can be found here.

6. Shargaas's Lair

A bloodstained rock sits on the edge of this cave. Laying in a heap next to the rock is Chandra. Two **orc fangs of Shargaas** punish Chandra with kicks, punches, and claws.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak or Weak party:** Remove an **orc red fang of Shargaas**
- **Strong party or Very strong:** Add an **orc red fang of Shargaas** and an **orog**

Treasure. Items stolen during their raids are littered about the cave. Several gems and gold trade bars can be found worth a total of 100 gp.

Part 3. The Siege of Parnast

Estimated Duration: 1 hour, 45 minutes

The moment arrives and Bad Fruul's horde marches on Parnast, threatening to consume the small town.

After 4 days (or 2 if playing multi-table) have passed Bad Fruul marches on the town. The giant's horde is composed primarily of orcs and goblins, but a few humans and several ogres and half-ogres can be seen in the ranks. In addition, aurochs, manticores, owlbears, and a huge mammoth make up the more monstrous creatures in the horde.

General Features

Terrain. Depending on the location, the town or the battlements of Old Parnast.

Light. The horde attacks at night to better use their monstrous vision. A half-moon provides dim light. Some areas can be lit brightly by bonfires and torches.

Visibility. North and West of Old Parnast is forest, limiting clear sight to 15 feet, and lightly obscured to 60 feet, and heavily obscured beyond. If defending the town only occasional trees block line of sight. Open fields lay to the east and north. To the south are scattered groves of trees lightly obscuring creatures beyond 50 feet.

Sounds. Most animals hide when the horde moves in. The hooting roar of an owlbear. Chants of orcs, cries of goblins, bugling of a mammoth. The sound of townsfolk retching in fear.

Smells. The nervous sweat of humanoids and the townsfolk.

Bad Fruul

As the horde coalesces around the fortifications the town built Bad Fruul moves out in front of the horde atop his mammoth. The hill giant lord looks like no hill giant you've ever seen, he looks like a massive dark knight. He stands tall in his bone-festooned plate armor, wearing a helm made from the skull of some unidentifiable beast. He takes off his helm and holds it under one arm, his eyes gleam with intelligence. Fastened to his mammoth is a massive iron maul, its head as big as a cask of ale.

"Little folk, give Fruul what he wants. The girl Chandra who hails from the folk of Evereska, the offspring of the horrid Luistarra and give us the vile statue of Angharradh.

Comply with his demands and you will live. Failure to do so will mean the destruction of this town after you have all been made slaves", he finishes. At that the horde of goblins, orcs, ogres, and ettins begin howling and chanting.

If any character fires on Fruul with an arrow or *magic missile* Fruul deflects it with a *shield* spell.

Roleplaying Bad Fruul

He is calculating, cruel, and plays his host of marauding goblins, orcs, ogres, and ettins like a fiddle in the hands of a master. He is a masterful tactician, and always seems to be one step ahead of his enemies and those underlings that would seek to supplant him. In battle, he wears a fearsome suit of bone-festooned plate armor with a helm fashioned from the skull of an immense beast, and wields a huge iron maul. In addition to his raw, natural-born strength, he is able to cast spells as a low-level wizard—a terrifying combination.

Quote: "You underestimate me."

A. The Siege

Interactive Play

If this adventure is being played with multiple tables all Siege Points are combined, then divided out equally with leftovers going to whichever table had the most points. Each table must deal with each assault; however, tables can spend Siege Points on other tables at their discretion.

- **Chandra.** If Chandra is still in Parnast she adds 5 Training Siege Points to each table.
- **Gralm and the Sprites.** In addition, if the characters have Gralm's or the Sprites aide, their Siege Points are added to all tables.
- **Gralm.** If convinced, Gralm aids each table in the fight against Bad Fruul
- **Kurglow Axebreaker.** If one table uses Kurglow's whelp as a hostage and is successful at the Charisma (Intimidation) check to drive of Kurglow all tables benefit.
- **Sprites.** If one table achieved the aid of at least two sprites it affects all tables.

Siege Points

The points that the characters gained in the days prior to the siege by building Fortifications, Training the townsfolk, or Scouting the region can be spent during an encounter and represent their preparations and training. Each encounter details how these specific Siege Points can be spent. Siege Points given by Gralm can be spent as any type.

- **Chandra.** If Chandra is still in Parnast she adds 5 Training Siege Points to the group's total.

Encounter Locations

The locations of each battle depend on where the characters decided to fortify. If in Old Parnast there are many places where the walls could not be well fortified. After the Frontal Assault the lines could be pushed back and characters may be forced to fight in a building. Use your imagination and have fun with the walls of Old Parnast, collapsing walls, etc.

If the fight is in the town use the buildings, trees, the stables, watchtowers, brush, etc. to keep the encounter locations interesting.

Reinforcements

If at any time the characters made short work of a fight, feel free to add reinforcements consisting of an **owlbear**, an **ogre**, or **orcs riding aurochs**.

1. Testing the Defenses

Bad Fruul sends in a small force to test the defenses of the town. The probing assault consists of eight **goblins**, two **wolfs**, and two **goblin bosses** that rush the chosen area.

Adjusting the Encounter

Here are recommendations for adjusting this EASY combat encounter. These are not cumulative.

- **Very Weak party:** Remove seven **goblins** and a **goblin boss**
- **Weak party:** Remove four **goblins**, a **goblin boss**, and a **wolf**
- **Strong and Very Strong party:** Add a **goblin** and a **wolf**

The characters's preparations earlier in the adventure may change this, however. As a response to the coming creatures, the characters may spend successes as follows:

- **Fortification.** Spending a Fortification Siege point removes two goblins (maximum eight removed goblins). These points could represent pits outside the walls or spiked hindering movement.
- **Training.** Spending two Training Siege points removes a goblin boss (maximum two goblin boss removed). These points could represent townsfolk shooting the goblin boss with arrows.
- **Scouting.** Spending a Scouting Siege point removes a wolf (maximum two removed wolves). These points could represent traps being laid that prevented the wolves from making it to the attack.

Make adjustments base on Siege points spent to the number of opponents listed above first. Then compare that number versus any adjustments to the encounter that you would normally make based on party strength. If there are enemies (the first number) over the adjusted encounter strength for the party that indicates that some villagers die fighting those opponents. Note that the party only faces **at most** the number of foes based on the sidebar below.

Resting. Two **Fortification Siege points** may be spent to take a short rest.

2. A Frontal Assault

A larger force is sent to test the defense and make way for the larger force to assault the old town's gates or the blockades. This frontal assault consists of three **ogres**, two **half-ogres**, and two **cave bear**.

Adjusting the Encounter

Here are recommendations for adjusting this MEDIUM combat encounter. These are not cumulative.

- **Very Weak party:** Remove two **ogres**
- **Weak party:** Replace two **ogres** with a **half-ogre**
- **Strong party:** Add an **ogre** and a **half-ogre**
- **Very strong party:** Add an **ogre**, a **half-ogre**, and a **cave bear**

The characters's preparations earlier in the adventure may change this, however. As a response to the coming creatures, the characters may spend successes as follows:

- **Fortification.** Spending two Fortification Siege points removes one ogre (maximum three ogres removed). These points could represent pits outside the walls or spiked hindering movement.
- **Training.** Spending two Training Siege points removes a half-ogre (maximum two half-ogres removed). These points could represent townsfolk shooting the half-ogres with arrows.
- **Scouting.** Spending two Scouting Siege points removes a cave bear (maximum two cave bears removed). These points could represent traps being laid that prevented the cave bear from making it to the attack.
- Make adjustments base on Siege points spent to the number of opponents listed above first. Then compare that number versus any adjustments to the encounter that you would normally make based on party strength. If there are enemies (the first number) over the adjusted encounter strength for the party that indicates that some villagers die fighting those opponents. Note that the party only faces **at most** the number of foes based on the sidebar below.

Training Siege Points can be spent to use a Hit Die as a Bonus Action, max 1 per character during the combat.

Resting. Four **scouting siege points** may be spent to take a short rest.

3. Two-Pronged Attack!

A two-pronged attack is attempted from both air and land! **Kurglow Axebreaker** (an **orc war chief**) and an orc champion (**orc war chief**) each riding a **manticore** assault from the air, while ten **orcs** assault from the ground.

Adjusting the Encounter

Here are recommendations for adjusting this HARD combat encounter. These are not cumulative.

- **Very Weak party:** Add an **orc**; replace the **orc warchiefs** and **manticores** with an **orog**
- **Weak party:** Add two **orcs**; replace the **orc warchiefs** and **manticore** with two **orogs**
- **Strong party:** Add two **orcs**
- **Very strong party:** Add two **orcs** and an **orc war chief**

If the party captured Kurglow's whelp from the Spine Rippers Den and they succeed on a DC 15 Charisma (Intimidation) check Kurglow and his orcs will pull away from the fight leaving Bad Fruul's horde.

The characters's preparations earlier in the adventure may change this, however. As a response to the coming creatures, the characters may spend successes as follows:

- **Fortification.** Spending a Fortification Siege point removes one orc (maximum ten orcs removed). These points could represent pits outside the walls or spiked hindering movement.
- **Training.** Spending three Training Siege points removes an orc war chief (maximum two orc war chiefs removed). These points could represent townfolk shooting the war chief with arrows.
- **Scouting.** Spending three Scouting Siege points removes a manticore (maximum two removed manticores). These points could represent traps being laid that prevented the cave bear from making it to the attack.

Make adjustments base on Siege points spent to the number of opponents listed above first. Then compare that number versus any adjustments to the encounter that you would normally make based on party strength. If there are enemies (the first number) over the adjusted encounter strength for the party that indicates that some villagers die fighting those opponents. Note that the party only faces **at most** the number of foes based on the sidebar below.

Resting. Four scouting or four **Training Siege points** may be spent to take a short rest.

B. The Final Assault

Bad Fruul eventually grows tired of his horde smashing against the fortifications of Parnast and the swords and magic of the adventurers. He lusts for the destruction of the statue of Angharradh and Chandra's head (if she hasn't been captured already).

The hill giant, astride his mammoth, charges through the towns fortifications. **Bad Fruul** and his **young mammoth** lead a force of 2 **ettins** and 12 **orcs**. One of the ettins may be Gralm depending on the outcome of the Gralm's Promise section (alter this encounter accordingly).

Adjusting the Encounter

Here are recommendations for adjusting this DEADLY combat encounter. These are not cumulative.

- **Very Weak party:** Adjust **Bad Fruul**, reduce AC to 15; his maul attack deals 14 (2d8 + 5); his rock attack deals 12 (2d6 + 5)
- **Weak party:** Remove the **young mammoth**
- **Strong party:** Replace two **orcs** with an **ettin**, replace **young mammoth** with **mammoth**
- **Very strong party:** Replace two **orcs** with two **ettins**, replace **young mammoth** with **mammoth**

If in town Bad Fruul charges toward the Shrine of Axes. If in Old Parnast he lumbers about the fort, smashing any building in his way looking for Chandra and the statue. Characters should be encouraged to jump from buildings, walls, or trees on to the mammoth and onto Bad Fruul. Fruul attacks Chandra Stol if he's able to.

Development

If the party has the help of sprites Bad Fruul is terribly afraid of them. Bad Fruul's available spells are determined by the number of sprites present in this encounter:

- **Two or More.** Bad Fruul can't cast cantrips.
- **Five or More.** Bad Fruul can't cast 1st level spells.
- **Ten or More.** Bad Fruul can't cast 2nd level spells.

In addition, as long as Bad Fruul can see a sprite, he must succeed on a DC 10 Wisdom saving throw or be forced to use at least one of his attacks against a nearby sprite.

As a response to the coming creatures, the characters may spend any remaining Siege points as follows:

- **Orcs.** Spending a point removes one orc (maximum twelve orcs removed).
- **Ettin.** Spending four points removes an ettin (maximum two ettins removed).
- Make adjustments base on Siege points spent to the number of opponents listed above first. Then compare that number versus any adjustments to the encounter that you would normally make based on party strength. If there are enemies (the first number) over the adjusted encounter strength for the party that indicates that some

villagers die fighting those opponents. Note that the party only faces **at most** the number of foes based on the sidebar below.

- Bad Fruul and his mammoth can't be removed from this encounter.

Treasure

SEER mentioned that she could make *potions of giant strength* from hill giant toenails. Enough can be harvested from the corpse of Bad Fruul to make two such potions.

Conclusion

If Fruul is defeated, the town rejoices as they repel the evil horde! If, however, the characters are defeated, Parnast is laid to waste. Chandra Stol is slain, and the Lords' Alliance lose a crucial foothold in the region.

If the *headband of intellect* is returned to SEER she performs a ritual on it to cleanse it of Narcellia's soul.

If the characters have the *wyvern stink potion* it is enough to push the Lords' Alliance's cause over the tipping point and Parnast's de-facto leader thanks the characters profusely and agrees to join the Lords' Alliance.

Rewards

Make sure note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Ankheg	450
Bad Fruul	2,300
Aurochs	450
Bat, giant	50
Cave Bear	450
Chuul	1,100
Ettin	1,100
Giant, hill	1,800
Mammoth	2,300
Mammoth, young	1,100
Manticore	700
Ogre	450
Half-ogre	200
Orc	100
Orc acolyte (Acolyte)	100
Orc claw of Luthic	450
Orc eye of Gruumsh	450
Orc fang of Shargaas	700
Orc hand of Yurtrus	450
Owlbear	700
Sprite	50
Half-orc Spy	200
Thri-kreen	200

Non-Combat Awards

Task or Accomplishment	XP per Character
Keep Chandra safe	100
Convince the Fey to help Parnast	50
Convince Gralm to battle Fruul	50
Villagers survived unharmed	200

The **minimum** total award for each character participating in this adventure is **1,275 experience** points.

The **maximum** total award for each character participating in this adventure is **1,700 experience** points.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
SEERs Reward	600
Ensure no villagers are harmed	200
Keep Chandra out of Fruul's hands	100
Negotiation Bonus	100
Night Raid Orcs	50
Orcs from Into the Woods	50
Eye of Gruumsh in the Chiefs cave	50
Chieftain's Treasure	150
Yurtrus Spell Components	50
Shargaas' Treasure	100

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

Headband of Intellect

Wondrous Item, uncommon

Shining with a polished brilliance this golden headband never dulls. The sound of heavenly chimes can be heard when the wearer has a new idea. A

description of this item can be found in the *Dungeon Master's Guide*

Potion of Hill Giant Strength

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

Downtime Activities

The characters gain access to the following downtime activities:

Giant Toenails. If the characters scavenged toe nails from Bad Fruul, SEER brews a *potion of hill giant strength*. A few ingredients are needed and require the adventures to spend 10 downtime days (and associated living expense costs).

Rue's Harvest. If characters interacted with Syllas during the adventure he offers them the opportunity to purchase the last harvest of herb garden.

Each character can gain supplies to create a maximum of five of any of the following items listed below in any combination—even if they don't have the necessary tools and proficiencies. The crafting rules found in the *Player's Handbook* (downtime and lifestyle cost still apply).

- *Antitoxin*
- *Perfume*
- *Alchemist's fire*
- *Potion of healing*
- *Ink*
- *Poison (basic)*
- *Dye (lavender)*
- *Bath oil*

Story Awards

The characters have the opportunity to earn the following story reward during the course of play.

Savior of Parnast. You are always welcome in Parnast, while in town you will not spend any gold on food or lodging (lifestyle must still be paid for any downtime days spent).

Giant Horde Breaker! The tale of your defense of Parnast has spread far and wide. Charisma checks made when dealing with goodly folk who have had trouble with giants in the past are made with advantage. Similarly, any Charisma (Deception, Intimidation, or Persuasion) check you make against a non-good-aligned giant is made with disadvantage.

Renown

All faction members **earn one renown point** for participating in this adventure.

Members of the Lords' Alliance that convinced the de-facto leader of Parnast to join the Lords Alliance earn **one additional renown point**.

Downtime

Each character receives **ten downtime days** at the conclusion of this adventure.

DM Rewards

You receive **425 XP, 212 gp** and **ten downtime days** for running this session.

DM Appendix. Parnast and Environs

The total normal population is about seventy humans, a dwarven family, and two halfling families that inhabit the small village.

The current population is around one hundred due to families of farmers coming escaping orc raids.

Village Folk

Any of the villagers encountered know the following:

- Evendur is known to fall asleep while on watch, usually in the east tower
- Many families have come into the village due to orc raids.
- Some farms have been raided and the people taken.
- A giant bat was seen overhead two nights ago.
- Someone or something was seen skulking on the rooftops near the Shrine of Axes.
- Some villagers have seen strange things escaping from the sink hole in the crater.
- The only place to stay is to camp in Old Parnast, or the stables, which doesn't house any animals since they were pillaged, and because animals won't go in the barn since the cult kept wyverns inside.
- The cult removed any Zhentarim power that remained. The Zhents may not have been fair to deal with, but at least under them, the village prospered.
- Ragnar cooperated with the cult. Some say it was for his personal gain, which made him very unpopular with most people in town.
- Ragnar has redeemed himself in the eyes of many but Gundalin is still not sure about him.
- Because of the encounter with the cult, the village formed a small militia consisting of twenty-five able bodied—but poorly trained fighters (ten **guards** and fifteen **commoners**).
- Ragnar trains the militia as he is the only one with any formal military training.
- The crater to the west is where the flying fortress of the Cult of the Dragon once rested. There's now a sinkhole in the bottom where the stream now flows.
- The Cult took everything the town had except their sad milking cow, Gertrude.

The Golden Tankard

With a sign above the door boasting a yellow tankard, this tavern is the hub of the town. The fare is cheap and substandard, but it's the only tavern in town, so beggars can't be choosers. Business is down

since the owner's conduct during the cult's occupation was revealed, so he's desperate for customers. The Golden Tankard is a tavern, not an inn. While it is a large establishment, it does not have any rooms to let.

The Stables

The stables used to house whatever livestock the villagers owned. However, animals now refuse to enter the structure due to the lingering scent of the wyverns housed here by the cultists. As such, it's used as temporary lodging for any visitors that might be in Parnast. The town's cartwright, Gundalin and his son Wallace who have a small shop next door, maintain it. They have modified the stables slightly to accommodate travelers, but the amenities are very humble.

Herbalist/Alchemist

An elderly human man named Syllas lives in this shop. The sign is still outside, but he has no wares. He's recently sold all of the prepared potions his wife made. He has an assortment of herbs and an herbalist kit as well as a few books left by his wife, but he can't read.

The Shrine of Axes

This wooden building combines small shrines of several gods under one roof. Until recently, it has been unmanned, but a priestess of Mielikki, Chandra Stol, has taken up residence within the shrine. She bakes fresh bread daily, which she gives away free. Four gods are represented within the shrine, each representing one of four seasons: Auril (winter), Angharradh (spring), Chauntea (summer), and Mielikki (autumn).

The Smithy

The smithy is just across from the stables. The owner, Rodric, is skilled mainly in shoeing horses and tool making, but can craft weapons or armor if needed.

Trading Post and Provisions

Calder is a halfling and an enterprising merchant. He and his family run the trading post and offers most items from the Player's Handbook. His prices are fair, but he doesn't carry anything over 45 gp value. He has a small assortment of weapons and armor but precisely what is available is up to you. However, items listed in the Alchemists shop, above, are not available here; Calder is currently seeking a supplier for these goods, as he had no previous reason to carry them.

Village Well

At the center of the town square stands the community well. It is oft used and a hub for gossip.

Village Homes

The remaining areas of town are resident homes, most of which are farmers or artisans of some type.

Old Parnast

To the northwest of town are several old buildings: the former Lord's residence, a guildhall, a way station, as well as the remnants of palisades that once encircled the village. Little more than a few crumbling walls now, it serves as a safe camping area for visiting caravans.

Farms

To the east and north of Parnast several small farms sit near tended fields and pastures.

Crater

In the crater where the sky castle docked during the Tyranny of Dragons a sinkhole has opened up that the local stream now drains into. Some townsfolk swear they've seen a four-legged monstrosity with giant claws climbing in and out of the sinkhole.

DM Appendix. NPC Summary

The following NPCs are featured prominently in this adventure.

Bad Fruul (Bad FROOL). Bad Fruul is possessive of significant strength and astonishing brilliance—even by human standards. The former is due simply to his being a hill giant, but the latter is because he happens to possess a headband of intellect. Such is Bad Fruul's brilliance, that he has even taught himself the fundamentals of arcane spellcasting—a skill that he wishes very much to improve upon.

Blassios (BLAH-zee-ohs). A satyr in the company of Thornacious. He enjoys his drink.

Chandra Stol (CHAN-druh Stole). A quiet female half elf follower of Mielikki, Chandra offers sanctuary at the Shrine of Axes. She is very quiet; she rarely speaks and is more likely to shrug in response to a question than give an answer other than “yes” or “no”.

Gundalin Cartwright (GUHN-duh-lyn). A human male who makes wheels and wagons for merchants, woodfolk and others who come through Parnast

Hsing (SING). A pseudodragon that serves as the ally of a Lords' Alliance spymaster. Hsing, a small pseudodragon with red scales and milky white eyes

Oblivillish (Oh-BLI-vil-lish). A sprite and servant of Thornacious.

Ragnar Redtooth (Rag-NAR Red-Tooth).

Ragnar is a tall, heavyset man with enormous mutton chop sideburns who seems friendly enough. Ragnar is native to Parnast.

Thornacious (thor-NAY-shus). Charged with protecting a section of the Weathercote Wood, this young sprite is very proud of his status in the fey hierarchy and takes his position very seriously. If shown respect, however, he can be a powerful ally.

SEER. The head of intelligence within the Lord's Alliance is a mysterious figure known simply as “SEER”. SEER has agents in cells throughout Toril who are gathering information and sending it back through birds. Her study is filled with birds, each of which communicates vital information to her from her agents across Faerûn. Her pseudodragon companion, Hsing, runs messages for her as well.

Appendix. Monster/NPC Statistics

Ankheg

Large monstrosity, unaligned

Armor Class 14 (natural armor), 11 while prone

Hit Points 39 (6d10 + 6)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Aurochs

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 38 (4d10 + 16)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	5 (-3)

Senses. Passive Perception 11

Languages. --

Challenge. 2 (450 XP)

Charge. If the aurochs moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Bad Fruul (Hill Giant)

Huge giant, chaotic evil

Armor Class 16 (half-plate armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	19 (+4)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 6 (2,300 XP)

Spellcasting. Bad Fruul is a 4th-level spellcaster. Fruul's spellcasting ability is Intelligence (spell save DC 14, +4 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *fire bolt, shocking grasp, true strike*
1st level (4 slots): *burning hands, shield, magic missile*
2nd level (3 slots): *hold person, misty step*

Actions

Multiattack. The giant makes two maul attacks or makes a maul attack and casts a cantrip.

Maul. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Giant Bat

Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

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

Cave Bear

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft, passive Perception 13

Languages —

Challenge 2 (450 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:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

Chandra Stol (Acolyte)

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. Cassyt is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Cassyt has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

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

Chuul

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1,100 XP)

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul sense magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Actions

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ettin

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Mammoth

Huge beast, unaligned

Armor Class 13

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Mammoth, Young

Large beast, unaligned

Armor Class 11

Hit Points 90 (9d12 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	9 (-1)	19 (+4)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Manticore

Large monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Actions

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Ogre

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Half-Ogre (Ogrillon)

Large giant, any chaotic alignment

Armor Class 12 (hide armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant

Challenge 1 (200 XP)

Actions

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

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

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

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

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Acolyte (Orc)

Medium humanoid (orc), chaotic evil

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages Common, Orc

Challenge 1/4 (50 XP)

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

Spellcasting. The orc is a 1st-level spellcaster. The orc's spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy

1st level (3 slots): bless, cure wounds, sanctuary

Actions

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

Orc Eye of Gruumsh

Medium humanoid (orc), chaotic evil

Armor Class 16 (ring mail, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	12 (+1)

Skills Intimidation +3, Religion +1

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 2 (450 XP)

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

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

Spellcasting. The orc is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, thaumaturgy*

1st Level (4 slots): *bles, command*

2nd Level (2 slots): *augury, spiritual weapon* (spear)

Actions

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d6 + 3 plus 1d8) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

Orc (Orc Claw of Luthic)

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Skills Intimidation +2, Medicine +4, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 2 (450 XP)

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

Spellcasting. The orc is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, thaumaturgy*

1st level (4 slots): *bane, cure wounds, guiding bolt*

2nd level (3 slots): *augury, warding bond*

3rd level (2 slots): *bestow curse, create food and water*

Actions

Multiattack. The orc makes two claw attacks or four claw attacks if it has fewer than half of its hit points remaining.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Orc (Orc Hand of Yurtrus)

Medium humanoid (orc), chaotic evil

Armor Class 12 (hide armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	16 (+3)	11 (+0)	14 (+2)	9 (-1)

Skills Arcana +2, Intimidation +1, Medicine +4, Religion +2

Senses darkvision 60 ft., passive Perception 12

Languages understands Common and Orc but can't speak

Challenge 2 (450 XP)

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

Spellcasting. The orc is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It requires no verbal components to cast its spells. The orc has the following cleric spells prepared:

Cantrips (at will): guidance, mending, resistance, thaumaturgy

1st level (4 slots): *bane*, *detect magic*, *inflict wounds*, *protection from evil and good*

2nd level (3 slots): *blindness/deafness*, *silence*

Actions

Touch of the White Hand. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) necrotic damage.

Orc (Orc Red Fang of Shargaas)

Medium humanoid (orc), chaotic evil

Armor Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	16 (+3)	15 (+2)	9 (-1)	11 (+0)	9 (-1)

Skills Intimidation +1, Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 3 (700 XP)

Cunning Action. On each of its turns, the orc can use a bonus action to take the Dash, Disengage, or Hide action.

Hand of Shargaas. The orc deals an extra 2 dice of damage when it hits a target with a weapon attack (included in its attacks).

Shargaas's Sight. Magical darkness doesn't impede the orc's darkvision.

Slayer. In the first round of a combat the orc has advantage on attack rolls against any creature that hasn't taken a turn yet. If the orc hits a creature that round who was surprised, the hit is automatically a critical hit.

Actions

Multiattack. The orc makes two scimitar or dart attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage.

Veil of Shargaas (Recharges after a Short or Long Rest). The orc casts *darkness* without any components. Wisdom is its spellcasting ability.

Owlbear

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Sprite

Tiny fey, neutral good

Armor Class 15 (leather armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+1)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

Actions

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

Spy (Half Orc)

Medium humanoid (half orc), chaotic evil

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Intimidation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 16

Languages common, Orc

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapons damage dice one additional time and add the extra damage of the critical hit.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

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

Thri-kreen

Medium humanoid (thri-kreen), chaotic neutral

Armor Class 15 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Thri-kreen

Challenge 1 (200 XP)

Chameleon Carapace. The thri-kreen can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Standing Leap. The thri-kreen's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Innate Spellcasting (Psionics). The thri-kreen's innate spellcasting ability is Wisdom. The thri-kreen can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

2/day each: *blur*, *magic weapon*

1 day: *invisibility*

Actions

Multiattack. The thri-kreen makes two attacks: one with its bite and one with its claws.

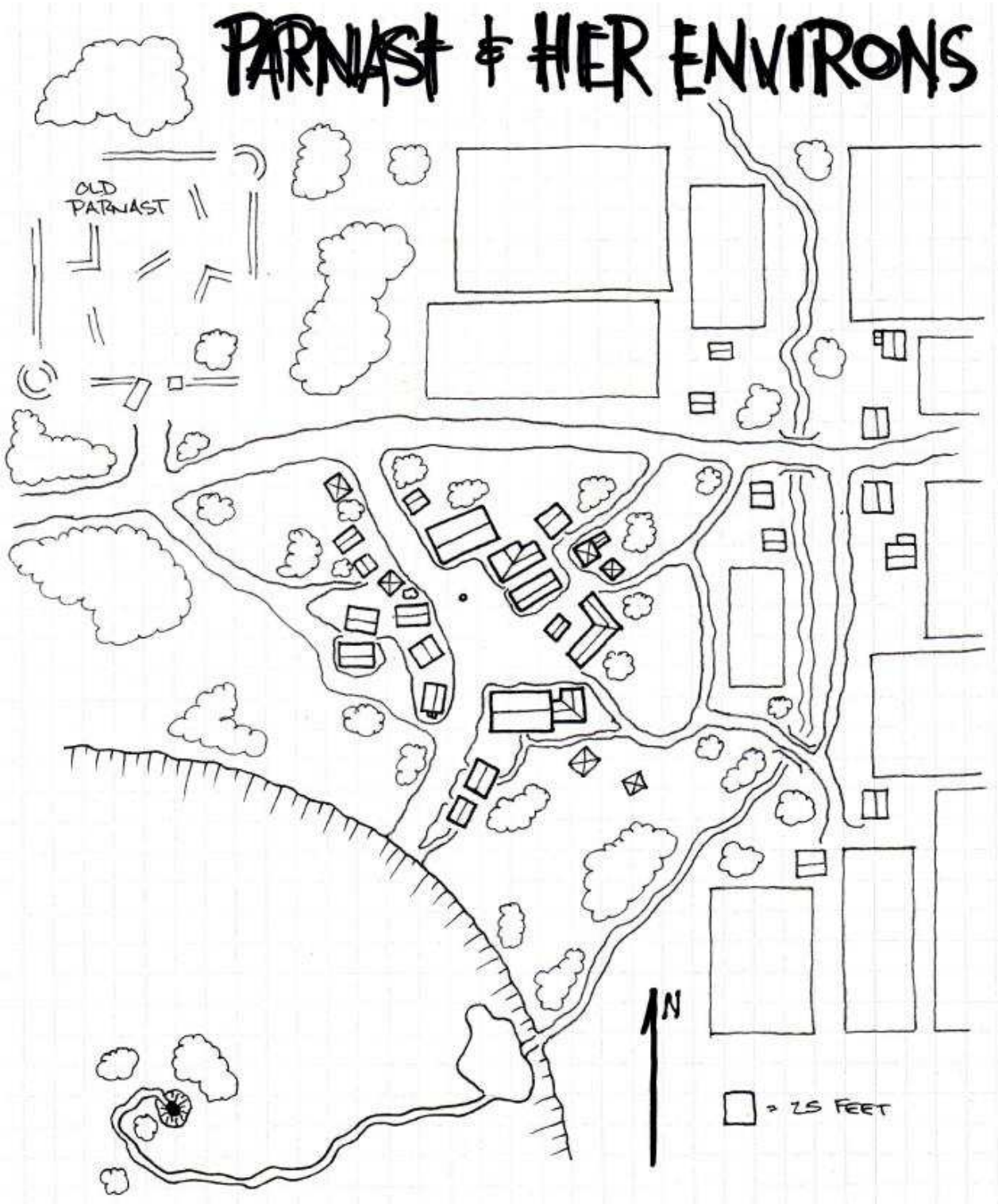
Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

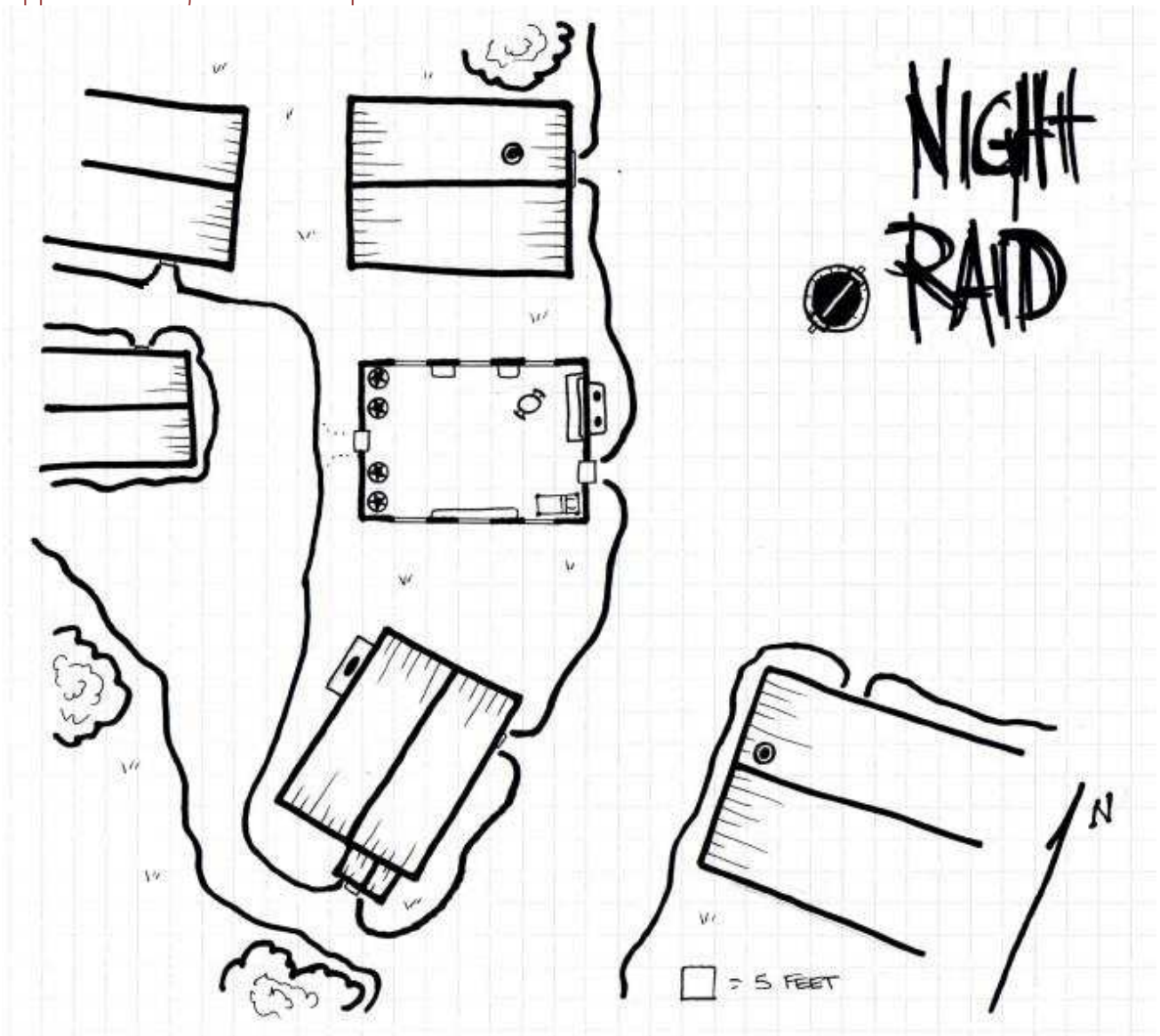
Appendix. Parnast Map



Appendix. Parnast and Her Environs
Map



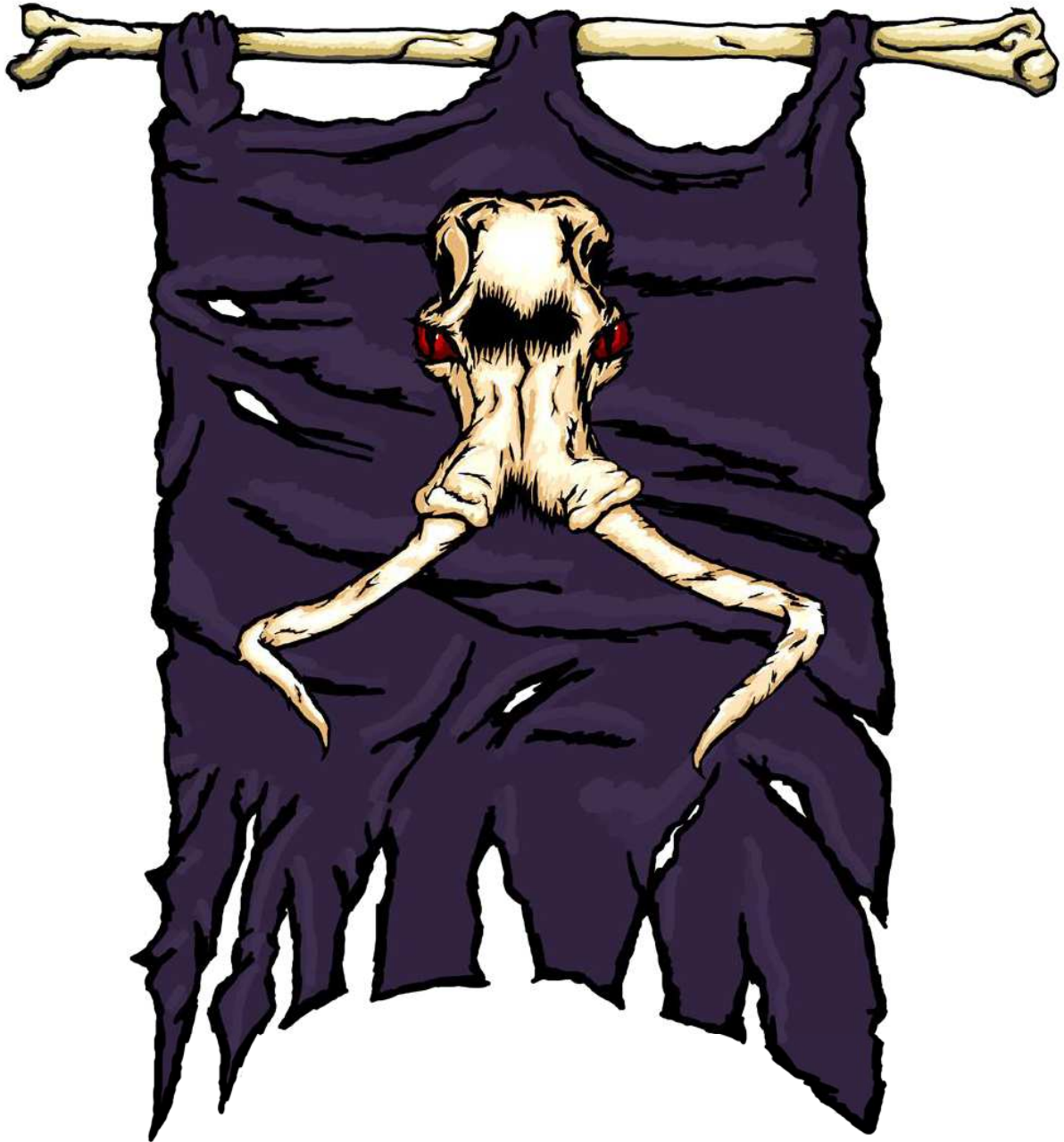
Appendix. Night Raid Map



Appendix. Spine Rippers Den Map



PLAYER HANDOUT 1. BAD FRUUL'S
Banner



Player Handout 2. Downtime Activities and Story Awards

Downtime Activities

The characters gain access to the following downtime activities:

Giant Toenails. If the characters scavenged toe nails from Bad Fruul, SEER brews a *potion of hill giant strength*. A few ingredients are needed and require the adventures to spend 10 downtime days (and associated living expense costs).

Rue's Harvest. If characters interacted with Sylas during the adventure he offers them the opportunity to purchase the last harvest of herb garden.

Each character can gain supplies to create a maximum of five of any of the following items listed below in any combination—even if they don't have the necessary tools and proficiencies. The crafting rules found in the *Player's Handbook* (downtime and lifestyle cost still apply).

- *Antitoxin*
- *Perfume*
- *Alchemist's fire*
- *Potion of healing*
- *Ink*
- *Poison (basic)*
- *Dye (lavender)*
- *Bath oil*

Story Awards

The characters have the opportunity to earn the following story reward during the course of play.

Savior of Parnast. You are always welcome in Parnast, while in town you will not spend any gold on food or lodging (lifestyle must still be paid for any downtime days spent).

Giant Horde Breaker! The tale of your defense of Parnast has spread far and wide. You have advantage on Charisma checks when dealing with goodly folk who have had trouble with giants in the past. Similarly, any Charisma (Deception, Intimidation, or Persuasion) check you make against a non-good-aligned giant is made with disadvantage.

Player Handout 3. Headband of Intellect

Headband of Intellect

(Wondrous Item, uncommon)

Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is already 19 or higher. This item can be found in the *Dungeon Master's Guide*.

Shining with a polished brilliance this golden headband never dulls. The sound of heavenly chimes can be heard when the wearer has a new idea.

Results Code: February - March 2017

If you are DMing this adventure during the months of February or March 2017, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

