

5TH LEVEL



THE DM TOOL CHEST

ENCLAVE OF THE DARK LEGION

FIFTH EDITION ADVENTURE

The last vestiges of a once powerful legion have turned to raiding the high seas

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ABOUT THIS ADVENTURE

This is a one-shot or side-trek adventure that can be fit into an existing campaign to help space out a story arc or to help introduce new characters join an existing group. While the lore that is mentioned in the adventure comes from the Freelands campaign setting, it can be adjusted and fit to any existing campaign quite easily.



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This adventure module was created with the help of all of these talented people:

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- Interior Illustrations:** Dreamstime, Eric Pommer

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RUNNING THIS ADVENTURE

In order to run this adventure, you will need the Fifth Edition core rulebooks.

Boxed text like this present descriptions meant to be read aloud or paraphrased for the players. These are just prompts and may be used or not at the DM's discretion.

In this adventure you will come across references that point to information that is presented outside of this module.

Magic Items, Spells, and Equipment will be italicized and will be found described in either the core DM guidebook or the core player's rulebook.

Monster names will be in bold and the appropriate stat block will be found in the core fifth edition monster guidebook if not already presented in an attached Appendix.

ABBREVIATIONS

Common abbreviations used in this adventure:

pp - Platinum Piece(s)	LG Lawful good
gp - Gold Piece(s)	CG Chaotic good
ep - Electrum Piece(s)	NG Neutral good
sp - Silver Piece(s)	LN Lawful neutral
cp - Copper Piece(s)	N Neutral
NPC - Nonplayer Character	CN Chaotic neutral
DC - Difficulty Class	LE Lawful evil
AC - Armor Class	NE Neutral evil
xp - Experience Points	CE - Chaotic evil
hp - Hit Points	



ADVENTURE PRIMER

Fenclave of the Dark Legion is a one-shot or side trek adventure made for a party of **four to five adventurers of 4th to 5th level**; it's optimized for **four adventurers with an average party level (APL) of 5**. It's been written within the Freelands campaign setting but can fit into any campaign setting with little adaptation. Feel free to use the content as is or plug-and-play with it in your own campaign! You have ultimate control of how this story will be played out so, as always, have fun with it!

STORY OVERVIEW

The Hobgoblin pirate ship *Noshbun* has been sailing the Breakwater Coast for the past few years, attacking trading vessels as they travel port to port. They've recently struck again, taking down *The Gilded Lily*, a wealthy spice merchant's vessel. A reward is now been put out for the return of the missing cargo and the elimination of the *Noshbun's* crew.

Rumors have placed the hideout of the hobgoblins in a sea cave along the coastal cliffs not too far from Port Mercy, a port city in the Freelands known for its piracy and lawlessness. These cliffs are dangerous to approach by sea and even more dangerous to travel through by land; the Sargoth Plains just north of the cliffs are home to nomadic tribes of fierce warriors protective of their lands.

THE MERGOTH LEGION

After the dark hordes pushed the dwarven clans from the Motionless Mountains millennia ago, most goblinoid and orcish tribes chose to settle into their new home after their invasion of the Freelands was repulsed. Far from the coast, they choose instead to conduct raids on the settlements in

the foothills of the mountains, testing for weaknesses in hopes that one day they will flood south once more. The Mergoth Legion are the remnants of a Hobgoblin tribe that took to the seas long ago in chase of the dwarven clans that escaped and eventually prospered.

The last remaining ship of their fleet, the *Noshbun* is a sixty-foot longship that has been conducting hit and run tactics all along the coast, specifically targeting trading ships from the Elven Z'hing-Tao Empire to the west and the dwarven trading vessels in the Breakwater Coast.

They've set up a small stronghold in a sea cave east of Port Mercy, using the buffer of the Sargoth tribes to the north as protection. Fierce warriors, the Mergoth Legion are much tougher than their mountain cousins, trained through constant combat for centuries, even their weakest members could be leaders in the mountain clans.

Once a highly organized military unit, the Mergoth Legion has descended into savagery. Their eternal hatred of the elves has gotten to the point where they have taken to eating any of the elves they capture, leaving no survivors.

Captain Jak'l is a fierce commander and leader of the Mergoth Legion. Taking command of the legion at only twenty years old, he's been struggling to continue his war against the elves as his men keep getting whittled down to the few that now remain.

PORT MERCY

A cesspool of murderers, pirates, and thieves, Port Mercy shows anything but to unwary visitors. A raucous place with a thriving black market, the Pirate controlled port has an uneasy alliance with the Council of Seven in Haven, Freelands capital city. Illicit trade and commerce are the usual business here, including an extensive network of spies headquartered here that the Council of Seven depends upon for intelligence from across the Freelands.

The port itself is comprised of mud-filled streets and barely standing wooden buildings warped by the sea air. At the center of the city is an old fortress once used to house the military that protected the port. The self-declared Duke, Harlen Four-Fingers (CN, Halfling) is a former pirate captain who built his fortunes raiding the waters during the Great War. With an army of thugs and buccaneers, he now controls the entire city, living a life of luxury and holding on with an iron grip.

ADVENTURE HOOKS

Here are a couple of ways you can hook your adventurers into this story:

THE GILDED LILY

The wealthy elven merchant Feng Chao owns a small trading fleet that runs between the Z'hing-Tao Empire and the Freeland capital city of Haven. His ship, *The Gilded Lily* was attacked while en route to Port Mercy, and recent reports say that the Hobgoblin pirate ship *Noshbun* has been seen in the area. He's offering a reward of 500 gp to anyone who will retrieve his cargo and an additional 500 gp if they eliminate the crew of the *Noshbun*. He has information on where their hideout is rumored to be located.

CAPTAIN BRENNAN FOAMBEARD

A dwarven warship captain, Brennan Foambeard patrols the Breakwater Coast under contract by the Freelands Council of Seven in Haven. Reports of a pirate vessel raiding the coast have reached his desk but he has been frustrated in his attempts to track them down. He's put out a request for assistance from adventurers through his many contacts and offering a reward of 500 gp to anyone who can help eliminate this threat.

TRAVELLING THE PLAINS

The land route from Port Mercy will take roughly five hours of travel by horseback with three of them being through the Sargoth Plains. They are risking encounters with the tribal warriors who live there as well as the other dangers that roam the plains. For each hour of travel roll a 1d6 to determine what they encounter as per the table below:

- 1 A patrol of $2d4+2$ **Tribal Warriors** mounted on Riding Horses with spears and short bows will attack any intruders on their land. If half of their number are defeated, the rest will retreat to warn their tribe.
- 2 A pack of $1d6+1$ female **Lions** are hunting on the plains and catch wind of the adventurers' scent.
- 3 A war party of $1d4+3$ **Gnolls** led by a **Pack Lord** are roaming the plains looking to fight the tribal warriors
- 4 The adventures blunder into $1d4+2$ **Swarms of Insects** along their route
- 5 The adventurers get the uneasy feeling that someone is watching them or following them but nothing appears for certain
- 6 This hour of travel goes smoothly and easily without a single incident or encounter

1 SQUARE = 10 FEET



6



5



1





THE MERGOTH STRONGHOLD

COMMON FEATURES

Recommended Ambience: Sword Coast Soundscapes - [Wave Echo Cave](#)

Environment & Terrain: The cave is comprised of solid rock, worn down by the sea over the years, leaving the floor smooth if damp. The footing is even and causes no issues.

Sounds & Smells: The sounds of waves crashing against the rocks and the salty brine of the sea fills the air. Noises in the cave are masked by how loud the waves are, giving advantage to all stealth checks. Because the sound of fighting is so common in the cave, combat will not alert any of the groups in different areas.

Lights: The hobgoblins primarily rely on their darkvision in the cave so there are few lights outside of the cooking fire in the mess area and the brazier captain

KEYED LOCATIONS

The following descriptions correspond to the map on Page 5:

1 - CAVE ENTRANCE

The entrance to the cave is roughly sixty feet across, thirty feet high, and has a depth of twenty feet at low tide and twenty-five at high tide. The small beaches are made of soft sand at the foot of the sixty-foot tall rocky cliffs that extend for miles on either side of the cave. Tucked away, this entrance is fairly hidden from sight from a distance; the rocky area outside of it dissuading anyone from sailing into it.

There isn't a way to walk directly into this cave and it can only be entered by swimming or by a boat that is small enough to navigate the narrow passage through the rocks. Any adventurer who attempts to swim unaided into the cave will be subject to the swimming rules (PHB 182) and will need to make a successful DC 15 Strength check to fight

against the strength of the waves. Anyone wearing medium or heavy armor will have disadvantage on this check. A failed check will result in 1d6 bludgeoning damage due to being bashed into the rocks.

2 - THE *NOSHUN*

“A longship sits quietly in the dark tied to the docks, it's black sails furled and tucked away. Scorch marks and battle scars decorate the hull from stern to bow. Iron rimmed wooden shields line the rails bearing the symbol of blood-red axes over a field of black.”

A sixty-foot long oaken longship, the *Noshun* is scarred from years of battle. The shields along the rails bear the symbol of the Mergoth Legion and line the ship on both sides. The sails have been ripped and repaired so many times the canvas looks like a patchwork of different shades of black.

SHIP'S HOLD

The hold underneath the *Noshun* is filled with some raiding weapons and rations. There are a dozen longbows with quivers, six grappling hooks, five spears, two greatswords, and a week's supply of rations for a dozen people. One longbow is made from carved bone stained in blood with dried elven ears tied to it as ornaments. Its macabre appearance is visually disturbing and the wielder will gain advantage on intimidation checks while using the weapon in battle. They will also have disadvantage on attempts to conceal this weapon on their person. Any elf who sees this will demand that it be destroyed and the wielder will have disadvantage on any persuasion checks.

3 - MESS AREA

The hobgoblins spend most of their downtime in this area, eating and fighting with each other in tests of strength. There are crates filled with food stolen from the ships they raided and a tub of foul water they use to drink and occasionally bathe from.

“Barks of laughter and guttural words of encouragement echo in the cavern. Hobgoblins sit at tables around a roaring campfire drinking from wooden mugs while a pair of them wrestle in the dirt. The smell of cooking meat drifts from the fire and your stomach turns as you think of what animal or person it could have come from.”

There are four **Mergoth Warriors** and a **Mergoth Veteran** (See Appendix: Mergoth Legion) in this area. Their attention is fully on two of the warriors wrestling each other and adventurers can gain surprise on all of them with a successful DC 12 Dexterity (Stealth) check.

If the adventurers listen in before attacking they will hear the hobgoblins discussing how they can't wait to cook up “the stinking she-elf” (referring to Mao Fefang in Area 6) and complaining that “Cap'n Jak'l is taking too long”.

There is a large barrel of a very potent dwarven stout that will heal 1 hit point per pint. Drinking more than a single pint in an hour will result in being poisoned for one hour. The barrel is half full and has 64 pints remaining in it and weighs 80 pounds.

4 - BARRACKS

“A rough palisade of timbers creates a large enclosure in the back corner of the cave. A foul stench wafts in the air coming from the single open doorway built into it. The sounds of deep snoring drift from the dark entrance.”

The hobgoblins have built a rough palisade around their sleeping area to keep out the mist from the waves in the cave. The enclosed area causes the stink of the unwashed creatures to linger and fill the entire room. This creates a lasting *stinking cloud* to fill the space.

Four **Mergoth Warriors** are sleeping here. They will awaken if the adventurers fail their constitution save and start retching from the smell (as per the *stinking cloud* effect).

Amongst the hobgoblins chests and pouches, there are a combined total of 87 gp, 324 sp, 497 cp, and a small silver bracelet inlaid with pearls (50 gp). The hobgoblins also have a penchant for keeping ears of elves they kill, stringing them on necklaces and nailing the dried leathery pieces to the palisade walls.

5 - SUPPLIES

Sitting on a large platform of warped wooden planks, the hobgoblins have haphazardly stacked their building supplies and some of the captured goods from their raids here. There are also a pair of wooden cages here with the remains of some of their victims who ended up in their cooking pots.

The captured goods consist of a few chests filled with bales of fine wool and silk cloth. The spices taken from *The Gilded Lily* can be also be found here in three large chests marked with the merchant's seal. Each chest of spices weighs about one hundred pounds and is worth 2,000 gp each.

One of the chests filled with wool bales has an obvious large false bottom that can be noticed with a successful DC 12 Intelligence (Investigation) check. There is a more well-hidden needle trap protecting the false bottom that can be found with a successful DC 15 Wisdom (Perception) check and disarmed by someone proficient with thieves' tools on a successful DC 15 Dexterity check. A failed check will trigger the trap, causing 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be Poisoned for 1 hour.

Inside the false bottom is a wax-sealed pouch containing a large amount of the illicit substance known as “Fire Sand” (see sidebar on Page 8) and a pouch filled with 100 gp. There are fifty doses of the drug in this pouch. In the black market in Port Mercy, this can be sold for 500 gp. Highly illegal and dangerous, anyone caught with this in their possession by law enforcement of good alignment will be arrested and imprisoned with a hefty fine.

FIRE SAND

A very fine, deep orange-colored powder, Fire Sand is a highly illicit and addictive substance that is consumed through the nose. One to five doses are enough to develop an addiction depending on the user's Constitution. Each use of the drug will require a successful DC 10 Constitution check or become addicted, requiring daily use of the drug. Each subsequent use of the drug will raise the DC by 1.

Positive Effects: Gain advantage on perception, athletics & acrobatics checks.

Negative Effects after one week of usage: One exhaustion stack per three days of use. After six weeks of usage: Negative modifiers (-2) on all attributes and gain disadvantage on all skills. After 8 weeks of usage: Death.

Removal of Addicted status: Upon a long rest the addicted must make a successful Wisdom vs DC 10+number of doses used (max 10) to become unaddicted. On a successful check, a DC 10+number of weeks addicted Constitution saving throw can be made on each long rest to remove a week's worth of negative effects.

6 - PRISONER CAGE

“Sitting in the dark of this small cave is a rusting iron cage, holding a short bedraggled elven woman. Bruises mar her face and her long blond hair is matted with dirt and filth. Her eyes are dull, lacking any semblance of hope as she warily watches you approach her cage.”

Mao Fenfang (CN, elf, **veteran**) was the captain of a smuggling vessel that was attacked by the Mergoth Legion. Her ship was sunken and she and her crew captured for food. Captain Jak'l has been using her as a toy for his men to torture while they eat her crew right in front of her, sometimes even offering her bits and pieces.

Mao will attempt to keep her cover as a cloth merchant whose ship was captured and her crew killed and eaten. If the pouch containing the Fire Sand was found and she is confronted with the evidence, she will pretend to be surprised and deny any knowledge about it. While a skilled liar, a successful DC 17 Wisdom (Insight) check will detect the lie. She will stubbornly stick to her story even if confronted.

A skilled sailor, Mao will offer to help the adventurers sail out of the cave if they release her and help her get her cargo back. She will offer them all of the 100 gp in the false bottom of the chest in Area 5 if they have not yet found it.

If it was found, she will still beg for her life and rescue, pledging to help them if they will save her. She is too weak from starvation and abuse to aid in the fight against the Legion. If she is released prior to combating the

The adventurers must be sure to conduct any conversations with Mao in whispers or they risk alerting the Captain and his crew in Area 7. If they are too loud, the hobgoblins will attempt to surprise the adventurers by charging into the room. They will have advantage on stealth checks due to the noise of the waves in the cave.

7 - CAPTAIN'S QUARTERS

“Shadows dance across the back of this cave's walls cast from a small flickering brazier. A group of hobgoblins sits at a table arguing over a stack of scrolls. One of them is slightly larger than the others, a large scar over one eye a large blue nose standing out in contrast to his dark grey skin. He's wearing an ornate set of black armor, adorned with the symbol of a pair of red crossed battleaxes.”

Captain Jak'l, the **Hobgoblin Captain** wielding a *Greatsword* +2 and wearing *Half-Plate* +1, is here with two **Mergoth Veterans** and two **Mergoth Warriors**. They're discussing plans on their next raid and which ship they want to go after. The scrolls they have on the table are stolen trade routes in the islands to the south of the Breakwater Coast.

TACTICS

Captain Jak'l and his men fight with a berserk rage. They charge into the adventurers and will use their martial advantage to overwhelm them with damage. The Captain will urge his crew to fight to the death, calling on their god Maglubiyet to look upon their battle with favor. He has a *potion of healing* on his person that he will use if his health gets low.

In the chests along one wall of the quarters is the entirety of the Legions wealth gathered over the years. This consists of 900 cp, 4000 sp, 1100 gp, 50 pp, an Amber (100 gp), an Amethyst (100 gp), two Chrysoberyls (100 gp), a Coral (100 gp), a Garnet (100 gp), two Spell Scrolls (*Burning Hands*) (DMG 200), and three *Potions of Healing* (DMG 187).

In the base of the wardrobe is a hidden panel that can be found with a successful DC 15 Intelligence (Investigation) check. Inside the panel is a collection of ragged leather-bound books that details out the history of the Mergoth Legion as written by the Captains, all the way back to the original Legion who was part of the hordes that pushed the dwarven clans from their mountain strongholds in the Motionless Mountains. This collection is worth 1,000 gp to a collector; any elves or dwarves will demand they be destroyed to extinguish any record of the Mergoth Legion and erase them from history.



CONCLUSION & WRAP-UP

After the defeat of the Mergoth Legion, the adventurers will need to decide how they want to deal with the **Noshbun**. If they rescue Mao, she will offer to captain the ship with their help and will insist they use the ship to return her and her cargo to Port Mercy. If the adventurers decide to burn the ship and go the land route using their horses, they will risk the encounters of the plains (as described in *Traveling through the Plains*) once again on their way home.

If the spices are returned to Feng Chao, he will happily give the 500 gp reward, and if the adventurers were working under his contract, the additional 500 gp reward for defeating the Legion. If the adventurers were working for Captain Foambear, they will receive the 500 gp reward from him and will need to decide to return the goods or not if they retrieved them.

If Mao was rescued, she will quickly vanish into the depths of Port Mercy, disappearing without a trace. If the adventurers kept the Fire Sand, they may see her or an agent of hers again with the intent of stealing it back or taking it by force.

If the adventurers have captured the *Noshbun* they will need to decide what to do with the ship; they can refurbish the ship and use it themselves or perhaps seek out a trader willing to take it off their hands for a reasonable price.

Thank you so much for playing **Enclave of the Dark Legion**! If you want to check out more of our content, please visit www.theDMToolChest.com!

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APPENDIX: THE MERGOTH LEGION

The Mergoth Legion was once a powerful group of warriors in the hordes that flooded the Motionless Mountains and the Freelands centuries ago. Comprised of Orcs, Goblins, Bugbears, and other goblinoid races, this dark horde swept through the lands, pushing the Dwarven clans from their mountain

strongholds and into the sea. The horde was eventually pushed back and repelled from the Freelands as the Orcish clans took control of the Dwarven cities.

Split from the main horde, the Mergoth Legion continued their fight against the rest of the lands, slowly being whittled away until only a small fraction remains to this day. Forced to hide in a small sea cave, they're now using their last remaining longship to conduct hit and run tactics against Elven and Dwarven trading ships along the Breakwater Coast.

BATTLE SCARRED

Over the course of the centuries, the Mergoth Legion has repeatedly thrown themselves into the crucible of combat and have come out stronger for it. Stronger and more dangerous than the descendants of the mountain clans, the Mergoth Warriors and Mergoth Veterans are a force to be reckoned with.

MERGOETH WARRIOR

Medium humanoid (goblinoid), lawful evil

- **Armor Class** 16 (chain mail)
- **Hit Points** 15 (3d8 + 3)
- **Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Special Traits

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

Actions

Longsword Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 10 (2d8 + 1) slashing damage, or 12 (2d10 + 1) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 10 (2d8 + 1) piercing damage.

LAST OF THE LEGION

It's been a decade now since the last hidden stronghold of the Mergoth Legion was destroyed in the Verdant Hills of the Freelands. A group of adventurers with the backing of the Council of Seven in Haven ripped through their ranks and decimated them completely. Razing that last stronghold to the ground, the Legion was thought to be destroyed. Only a handful escaped under the leadership and quick thinking of Captain Jak'l.

CAPTAIN JAK'L

Captain Jak'l (**hobgoblin captain**) keeps a tenuous hold over the remainder of the legion, barely holding on to his command. He has been stoking the anger and hatred of the Elves in his men, encouraging their savagery to the point they are now eating any elf they can capture.

BANNER

True believers in their god Maglubiyet, the Legion believes that dying under their banner in combat, their spirits will join the ranks of their god. This banner consists of a pair of blood red battle axes crossed over a field of black. The Legion is extremely proud of their emblem and wear it proudly on their armor and will even brand it on their skin.

MERGOETH VETERAN

Medium humanoid (goblinoid), lawful evil

- **Armor Class** 18 (chain mail, shield)
- **Hit Points** 32 (5d8 + 10)
- **Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 2 (450 XP)

Special Traits

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

Actions

Longsword Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) slashing damage, or 13 (2d10 + 2) slashing damage if used with two hands.

Longbow Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 11 (2d8 + 2) piercing damage.