

The Avermeet Agitators

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Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 2-5 characters.

Being requested to investigate strange occurrences is something normal for adventurers but rarely is it to investigate the disappearance of wild creatures. The Avermeet is a forest that holds lakes, marshes and a variety of trees that have given birth to a wide variety of animal life. But there is something strange happening in the forest.

All animal life in the Avermeet is considered protected. From the poisonous giant toads and water rats to the giant wasps and everything in between the forest and its waterways are considered protected. So why are animals disappearing with traps, tracks and trails appearing throughout the woods? Poachers are to blame and any entering the woods best have a valid reason for doing so.

But try telling that to the adventurers who were asked to travel to the village on the edge of the forest to help them in investigating the problem. Can the adventurers find out what or who is to blame and clear their name or will they be held accountable for the animals that have gone missing.

Leaving for the Avermeet

A quick job



The party huddled around the job board at the Fogmourne Tavern and wondered what they were doing here, not for the first time this week. A few odd jobs had held them here for the week but the work was getting thin or repetitive. "Forgive me for asking," a voice began from behind them which belonged to Rufos, the innkeeper for where they had been staying. "I have a job that's just come through and instead of tacking it to the board I'd wondered if you'd be interested. The Lord of the Avermeet has an issue that he needs sorting. The messenger produced seals to allow safe passage to those who wanted to help him. You just have to travel to Calewan which is on the other side of the Avermeet Forest from here." he paused for a moment. "If you do decide to help, the messenger said it was urgent. So you'd best decide fast"

NPC's:

- Rufos

Encounter: Roadside encounter

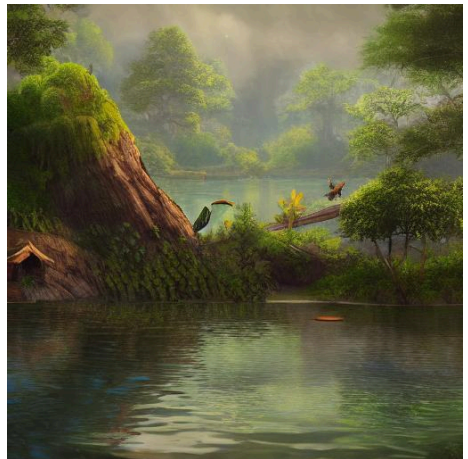
Creature: Random Encounter

Map - N/A

Ambushes on the road or creatures approaching the camp are the random encounters this week. Nothing drastic or important but something to break up the travel.

The avermeet is broad enough that the road around it will take a week. But travelling through it will take less time.

The Avermeet



The party looked at their map as they stood by the largest lake in the Avermeet. Reaching Calewan to

find out how they could help the custodians of this forest was going to take some time but the most direct road and approach would be through the Avermeet itself. As they confirmed on the map that they were heading in the right direction they noticed something odd on the banks of the river.

Large drag marks dug into the river with imprints that looked to be clawed fingerprints dragging away from the water as if something was hauled out involuntarily. Looking deeper into the water the wind created waves on the surface of the lake which was otherwise still. As they watched the waves they noticed that just below the waterline was a large structure. From this distance they couldn't see it too well but after investigating it appeared to be a large trap for catching animals.

Knowing that the hunting and killing of animals in the Avermeet was a crime they had an idea of what they would be doing. As they moved along the forest trail the image of the vibrant and bustling forest abundant in life seemed far from what they were walking through. The forest itself was quiet as if the animals did not want to be found. Birds were the most predominant creature and even they flew off at the sight of the party. Moving away from the lake they heard a baleful cry coming from a clearing nearby a rocky formation.

Approaching carefully they saw that there was a large elk that was captured by several snares in the clearing. The creature was obviously tired and had long given up trying to fight the ropes and wire that bound it in place but it watched nervously into the bushes towards the rocks. As the party approached the creature they followed its gaze towards the bush as they began to investigate the bindings.

A trick of the light caused glowing eyes to appear amongst the bushes which, when looking a second time turned out to be pale yellow flowers. However the feeling of being watched could not be shaken. "Halt, do not try to flee as you are surrounded." a voice called out from behind them as guards dressed in a green coat and mail stepped forwards. "We have caught you in the act so we suggest you drop your weapons, foci or the like and kneel. Comply and we will show you mercy, do not and you will be riddled with far more arrows and bolts than you

would be able to count." the guard said as she stepped forward.

The party heard a rustling in the bushes where they were just looking before the guards brandished blades and spears at them. The sounds of several bows being drawn made the threat of a barrage of shafts to be a very real risk indeed.

The party was offered a deal, to walk with the guards unchained and peacefully or in chains. Taking the number of Avermeet Guards as well as the inability to see them all they had a tough decision to make.

After some time of walking back to the city of Calewan the captain of the unit, Kirili, came to talk to the party.

NPC's:

- Kirili Draemelle
- Bareth Stoneleaf

Encounter: Social

Creature: Kirili and Bareth

Map - N/A

Kirili seems genuinely interested in assisting the party in clearing their names. She asks what brought them, if they had heard anything and if they had seen anything else suspicious.

Bareth tries to butt in and interrupt the conversation. In her mind they are already guilty.

Calewan

The party made their way to Calewan after little to no delays or issues on the road. The escort with several Avermeet Guard and the dwindling population of the wildlife in the forest made it somewhat safe to travel through.

Entering the small city they were escorted to the keep first instead of any of the other buildings. Not surprising given that they were currently considered suspects of the poaching. As they moved through the hallways of the keep several people looked at them including a well dressed man, probably a noble. The man quickly greeted Bareth in a friendly manner and watched the party from the corner of his eyes..

"Lord Stoneleaf, Bareths Uncle." Kirili offered as they watched the exchange and they were shown to a room, rather than cells. However, the door did

lock from the outside which sealed them in with no ways out of the room as the windows were closed and barred. They were given food, not the best but definitely a few rungs higher than trail rations as they waited for an audience with the lord of the city.

The following morning they were brought to the Lord who looked at them with embarrassment. "It seems we may have made a hasty mistake in assuming your guilt in poaching from the Avermeet. However my advisor, Lord Stoneleaf, has made a convincing point that you were found in the act of actively poaching in the forest. However, this has since been cleared up as a misunderstanding as Kirili has vouched for your innocence. If you are indeed the ones who we sent out for you must have evidence of such." the Lord said. Sitting at the large table that was in the small meeting room.

NPC's:

- Kirili Draemelle
- Bareth Stoneleaf
- Lord Kyle Stoneleaf
- Lord Byron

Encounter: Social

Creature: Lord Byron

Map - N/A

Lord Byron has offered the party a chance to prove themselves innocent. They needed to prove that they were the original holders of the job recommendation and not just poachers who ambushed the actual adventurers who had received the seals. The lord and Kirili were confident that they were innocent, however Lord Stoneleaf was not convinced and demanded proof that they were innocent.

Proving Innocence

The Avermeet

Kirili and a few of the trusted, experienced Avermeet Guard went with the party to ensure that they had both support and people watching over them to ensure that they completed their task. But as they passed a site where more poaching had been taking place by the waterside they stopped to investigate the crude traps.

NPC's:

- Kirili Draemelle

Encounter: Avermeet Clearing

Creature: Giant Frog

Level 2 - 4 frogs

Level 3 - 6 Frogs

Level 4 - 8 Frogs

Level 5 - 12 Frogs

Map - 405ThAvCl

With its bountiful trees, bushes, grasses and marshlands the Avermeet is a venerable blessing to rangers, druids and people who value stealth. This benefit of cover and natural hiding places though can be said for the many predators of the forest as well as those who are hunting the wildlife that call this place home.

The water drops off to be deeper suddenly then gradually gets much deeper as it goes out. Most pools of water appear to have formed from a crater of some sort whether from a long ago cosmic event or a fearsome battle none alive can remember. This means that for the water predators they ambush prey from the waters edge very regularly and easily.

The Avermeet Caves



Although the captain of the guard, Kirili had been convinced of their innocence and their story backed up by the lords request for outside aid the chargers weren't fully dropped. With no witness to the elk being captured by the party or something else little could be done to dissuade the advisers' accusations into the party having captured the creature themselves.

The one saving grace was the chance to redeem themselves, find the true source of the trap, its

owners and then bring them to justice. So the party found themselves returning to the clearing where they had stumbled across the elk with Kirili and some other Avermeet Guard to assist. Investigating the clearing there were now additional tracks, animals if they weren't mistaken which appeared to move about the clearing to where the party believed the trap was set up.

Investigating further the tracks led towards the bushes at the base of the rocky outcrop that they had been watching before the guard appeared. Pushing through the brush they came to a small game path that led next to the stone face. As they walked along the path while following the same tracks the tracks began to disappear before completely vanishing. Retracing their steps they felt a light gust of a breeze as they passed a rather large bush.

Pushing it aside they were astonished to find that the bush was concealing the entrance to a cave.

The cave itself descended twenty or so feet with a series of worn down ledges. The smell of animals leavings and blood permeated from further below and soon it was evident this is where the poaching was coming from. Cages hung from the ceiling with bound animals within. Drag marks moved deeper into the cave and the sound of creatures deeper within echoed faintly into this enclosed area. Kirili looked around wide-eyed at the animals within the cave, most of them, listless and in various stages of being unwell.

The answer to the source of the poaching lay before them, the way to clear their name and with Kirili and the other Avermeet guard here. But as they moved around the cave the first of their obstacles revealed itself. A crude trap sprung forward and nearly impaled the party, missing by a matter of inches before damaging the shield of one the guards. The racket down further in the cave quietened down as the guard pulled his now damaged shield from the device.

Whoever had captured these animals had laid traps as a deterrent and it was only a matter of time until they found the adventurers and guards snooping around.

NPC's:

- Kirili Draemelle

Encounter: Through the Tunnels

Creature: Giant Scorpion, Giant Wasps, Giant Wolf Spider.

All levels - 1 or 2 per trap or cage. Gauge the number of cages based on how quickly and easily the party is moving through the cave.

Map - N/A

The first signs of trouble were the skittering sounds of legs hitting the floor of the cave. Scorpions rushed out with various spikes and wooden shields strapped onto their pincers as they charged towards the party. The claws darted forward trying to grab the prey that entered their burrow and the sting waved dangerously above its body waiting for the right moment to lash out. This was just the first encounter with animals that would have been taken from the Avermeet as giant frogs jumped up from pit's along the path in an attempt to swallow the adventurers whole.

As the cave went on more animals were found, some in various states of being butchered and some left roaming the caves like guards. Giant spiders crawling down from the ceilings and even a trapdoor that released giant wasps were encountered as the party explored the cave system. Eventually the animals died down as the once frequent passages to the surface became rarer and they started to see more familiar traps. Spike pits, swinging blades and even a snare that rose into the roof where, you guessed it, more spikes awaited the hapless fool who triggered the trap.

But the signs of life changed as they went further and deeper. Eventually tools of the trade, spears, knives, ropes, snares and even cages were found and the form of a lone kobold was spotted further up ahead watching the passage as if on guard.

Although a single guard could be seen, the sound of dozens more of the diminutive folk could be heard beyond in a larger chamber. The flickering of light and the smell of roasting meat could be heard from further down the passage and something more. A sharp musk hung around here like the kobolds had been marking their territory - or something worse had been.

Encounter: The Kobolds

Creature: Kobold, Kobold Drakesworn

Level 2 - 10 Kobolds

Level 3 - 1 Kobold Drakesworn

Level 4 - 1 Kobold Drakesworn, 2 kobolds

Level 5 - 1 Kobold Drakesword, 10 Kobolds
Map - [405SuAvCa](#)

The Avermeet Guard engage mostly other kobolds and creatures. The above recommended encounter size is for the party to fight by themselves, the other dozen kobolds would fight Kirili and her guards.

The yipping, yelps and half-roars from the kobolds caused the cave and cavern to reverberate with a constant Din. The smell and sounds of caged, dying and dead animals mixed with the fresh blood from kobolds and the Avermeet guard alike. But the kobolds were not perturbed and threw themselves at the party in an uncharacteristic aggressive manner. But beyond the yipping, stabbing and snarling there was something more behind the eyes of the humanoids.

A fear. A deep fear of the consequence if they did not stop the invasion of the adventurers and guards. As the last of the kobold guards entered the cavern two of them began to chop at a pillar that was supporting the roof of the passage they came out of. Beyond the yipping and clash of metal and spells there was a distant, softer sound. The musk of fear and desperation was heavy and the madness in the eyes of the kobolds pushed them to desperate acts.

Rushing over to the cages they let out the most vicious of creatures. This did not end well for the kobolds though as they turned upon their capturers and tormentors. Clawing, biting, slashing and stinging kobold and adventurers alike. But still the kobolds moved from cage to cage and freed creatures as they retreated towards the passage leading from the chamber.

A move like this could be seen as two things, a parent protecting their offspring or – a servant protecting their king. Whatever the answer was beyond the attacking kobolds and vicious animals lay the answer, in the passageway from the cavern and into whatever truth lay beyond the yipping.

Lore & NPCs

Kirili Draemelle



Kirili is half-elven and has lived in the Avermeet for most of her life. Joining the Avermeet guard to protect the forest and its creatures, she has been promoted through hard work and dedication over the many years she has served. She commands a fierce loyalty in her fellow guards and commands respect from the nobles. Acting like an advisor to the Lord of Calewan as well as commander of the cities defences.

Bareth Stoneleaf



Potentially too protective of the guard and their mission Bareth is rough and swift to pass

judgement. Niece to Lord Stoneleaf she frequently works for the lord as much as she works for the Avermeet Guard.

The Walk Back to Calewan

As Kirili walked back to the village with the suspected poachers in tow she watched how they walked and listened to them. Admittedly they did not appear to be poachers and some of their story rang true. But the orders were clear, bring anyone in who is trespassing and then the head of the forest can question them.

Kirili noticed more traps and tracks along the way, a snare here, a pit there and evidence of cages being moved and dragged. The poaching had been going on for months now and certain species of animals were favoured above others. She just hoped that they could stop it soon before the damage to the population was irreversible.

Bareth strode behind the prisoners and watched her captain, Kirili, engaging in talks with them and grimaced. As far as she was convinced these poachers were going to be executed. They were basically caught red handed and were trying to deflect blame. She

had to do something about it so that the reputation of Kirili and the Avermeet guard would not be tarnished as soft.

When they next stopped she grabbed one of the messenger hawks that they travelled with and quickly scrawled out a note to her uncle, the advisor to the lord.

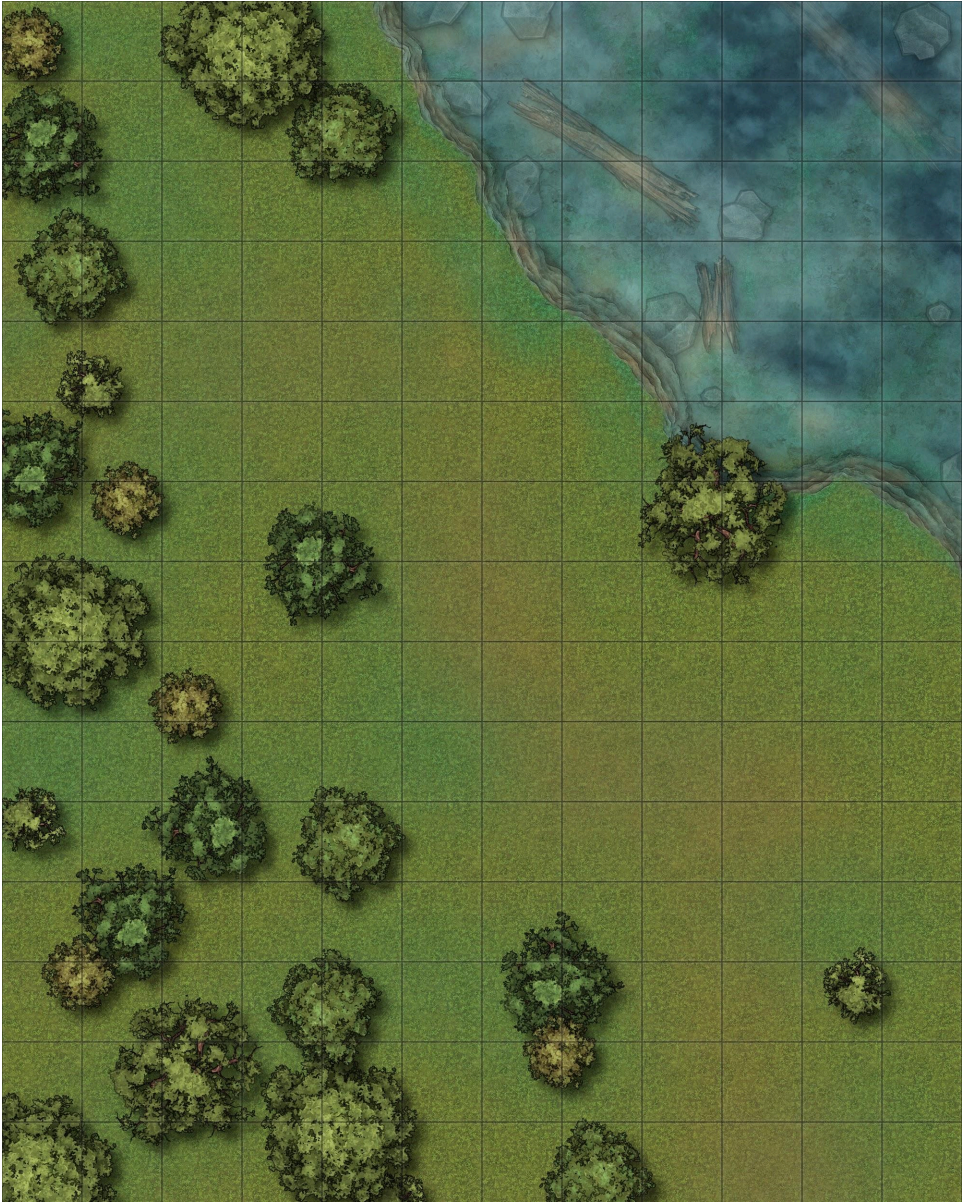
“Prisoners in tow, poachers. They appear to have some sway with the captain. Be alert“

As she tied the message to the hawk and let it fly off a suspicious glance was sent her way from Kirili which she returned with a smile as she fetched some rations and gave it to the prisoners with a false smile. “Eat up now, we will sort out this mess once we get back to the village” she explained to them. Stealth and misdirection was one of the arts that the Fey taught the guard and she had always been a dutiful student.

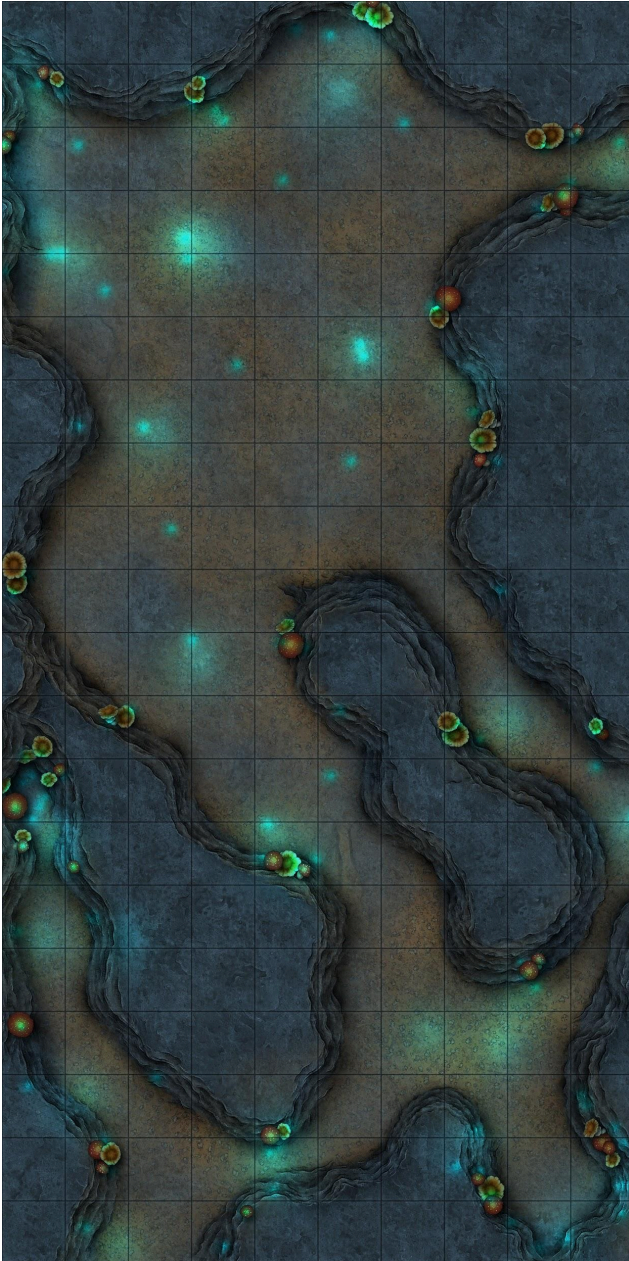
Soon she would see these poachers behind bars or swinging from ropes and she would be rewarded. For really, only those who are focused in the cause of protecting the woods should be granted the name of the Avermeet guard.

Maps

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Monsters

Adventure Encounters

Giant Frog

GIANT FROG

Medium Beast, unaligned

Armor Class 11

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 12 (+1) | 13 (+1) | 11 (+0) | 2 (-4) | 10 (+0) | 3 (-4) |

Skills Perception +2, Stealth +3

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Amphibious. The frog can breathe air and water

Standing Leap. The frog's long jump is up to 20 ft. and its high jump is up to 10 ft., with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 ft. of movement, exiting prone.

Giant Wasp

GIANT WASP

Medium Beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 10 (+0) | 14 (+2) | 10 (+0) | 1 (-5) | 10 (+0) | 3 (-4) |

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Giant Scorpion

GIANT SCORPION

Large Beast, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 15 (+2) | 13 (+1) | 15 (+2) | 1 (-5) | 9 (-1) | 3 (-4) |

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Giant Wolf Spider

GIANT WOLF SPIDER

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 40 ft., climb 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 12 (+1) | 16 (+3) | 13 (+1) | 3 (-4) | 12 (+1) | 4 (-3) |

Skills Perception +3, Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

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

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

ACTIONS

Bite. Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Kobold

KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|--------|--------|--------|
| 7 (-2) | 15 (+2) | 9 (-1) | 8 (-1) | 7 (-2) | 8 (-1) |

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Kobold Drakesworn

KOBOLD DRAKESWORN

Small humanoid (kobold), lawful evil

Armor Class 18 (scale mail, shield)

Hit Points 44 (8d6 + 16)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|---------|
| 12 (+1) | 15 (+2) | 14 (+2) | 8 (-1) | 9 (-1) | 10 (+0) |

Skills Intimidation +2, Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Challenge 1 (200 XP)

Pack Tactics. The kobold drakesworn has advantage on an attack roll against a target if at least one of the drakesworn's allies is within 5 feet of the target and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold drakesworn has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Fear of the Prince. If the kobold drakesworn is affected by a charm or fear effect that allows a saving throw it can gain advantage on the roll, it knows what the wrath of a dragon is.

ACTIONS

Multitask. The kobold drakesworn makes 2 attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 3 (1d6) cold damage and the target must make a successful DC 12 Constitution saving throw or have disadvantage on ability checks until the end of their next turn.

REACTIONS

Springspike Shield (5/rest). When the kobold drakesworn is hit by a melee attack within 5 feet, the kobold drakesworn can fire one of its shield spikes at the attacker. The attacker takes 3 (1d6) piercing damage plus 3 (1d6) poison damage.

Random Encounters

Bandit

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 12 (+1) | 12 (+1) | 10 (+0) | 10 (+0) | 10 (+0) |

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Wolf

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

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

ACTIONS

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

Dire Wolf

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 15 (+2) | 15 (+2) | 3 (-4) | 12 (+1) | 7 (-2) |

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.