

Forget Me Not

An Adventure for 5th-10th level

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Introduction

Forget Me Not is an adventure for 4 players ranging from 5th to 10th level. In the adventure the players encounter Rutter, a gnoll from the Tarjaw clan. He and his people are far more civilized than other gnolls, the result of a ritual the tribe takes to hide their valley from Yeenoghu's influence. In exchange, gnolls who undergo the ritual lose their identity and are forgotten by the members of the clan.

Rutter believes there is something more sinister than a mere magical sacrifice at play, and enlists the adventurers to help. The players will discover the secret of the Forgotten and help save the Tarjaw from a horrible fate—which could very well damn them to another.

Adventure Overview

The adventure opens with the party exploring the forested valley where these sightings have taken place. It isn't long before they encounter Rutter, a distraught gnoll.

Though surprised, Rutter explains that he is a member of the Tarjaw clan, gnolls who have settled and formed a peaceful society in contradiction to everything normal for his kind. Still, being "shielded from the eye of Yeenoghu" comes at a price. A sect known as Forgotten put members through a ritual that safeguards the gnolls from Yeenoghu's influence. This same ritual wipes the gnoll from tribal memory: their identity is lost to them; family and friends can't remember who they were. The Forgotten live apart from the rest of the tribe and are generally feared. Now the de facto spokesman for the Forgotten, called Old One, has selected Rutter as the next to have his name scrawled on the mysterious Namestone and become Forgotten.

Like many of the Tarjaw, Rutter thinks there may be a dark secret being hidden from the tribe. He cannot flee the valley without being overcome by Yeenoghu's influence and turning feral; nor can he enter the Tomb of the Forgotten without being exiled by the tribe. He begs the party to come to the Tarjaw village and investigate the tomb.

The party accompanies Rutter back to the Tarjaw village, where the gnolls have established a settlement of hunters, herders, and farmers. Rutter is expected to be called forth for the ritual at the Namestone tomorrow night: the party should have time to travel to the Tomb of the Forgotten, explore it, and return just before then while Rutter awaits them.

The adventurers travel to the Tomb of the Forgotten. Soon they are confronted by members of the Forgotten, who attack with chilling silence and ferocity. Fighting off both living and undead members of the sect, the party finds a huge devil skeleton and a shackled gnoll spirit. The spirit informs them that she is Tarjaw, the patron of the tribe from generations past.

Tarjaw's ghost explains that long ago, a devil sought to subvert Yeenoghu but was struck down. The spirit of the devil endured and took on the form of a gnoll to continue its schemes, deceiving Tarjaw, shackling his soul to create the spell that protects the valley. The Namestone is actually the devil's intact horn turned ritual-stone; by undergoing the ritual and having their names written upon it, the gnolls who become Forgotten are surrendering their soul and will to the devil still disguised as a gnoll—Old One. Tarjaw fears that simply killing Old One will end the magical protection and leave the tribe feral.

Returning to the village, the party discovers that the Forgotten have come and taken Rutter to perform the ritual earlier than expected. Rushing to the site of the Namestone, they find Old One

and Rutter surrounded by other members of the Forgotten. If the party can defeat Old One and write Tarjaw's name on the Namestone, Old One's power flows to the patron gnoll's spirit and allows him to protect the tribe from this day forward. Failure to do this, or doing it incorrectly, causes Yeenoghu to possess Rutter and potentially force the party to kill him. In the end, the Tarjaw clan will either be left in safe seclusion or face a dark and uncertain future.

Running the Adventure

The adventure is designed to be run over the course of one adventuring day. This length can be increased to two days by expanding the size of the valley, causing longer travel times between the Tarjaw village, the Tomb of the Forgotten, and the site of the Namestone. You can create additional random encounters that are appropriate to the environment in this case.

In the unlikely but unfortunate instance wherein the party kills Old One or destroys the Namestone without first writing Tarjaw's name upon the detached horn, Yeenoghu reestablishes his influence over the Tarjaw gnolls almost immediately. Rutter, if alive, is corrupted and becomes a **gnoll fang of Yeenoghu**. The rest of the Tarjaw revert to a hostile state; the valley is now unfriendly territory to the adventuring party.

Adventure Location

If you are planning on placing the adventure in the Forgotten Realms, here are a few suggestions.

Sword Coast. When setting the adventure in an ongoing campaign in the Sword Coast, there are a number of mountainous forested regions that can be used as candidate locations for the adventure: the Sword Mountains, the Star Mounts in the High Forest, the Nether Mountains in the High Forest or the Far Forest, the Lurkwood in the north near the Spine of the World, Neverwinter Wood near the region of Mount Hotenow, and Trollbark Forest are examples. Depending on how your game is run, you may wish to research these

locations and account for the broad or detailed strokes of the area's history.

Chult. If you seek to incorporate the adventure into your *Tomb of Annihilation* game or any other ongoing game in Chult, the gnolls can be yet another miraculous oddity in the deep jungle. You may have to adjust some of the read-aloud text or other small details to fit into a jungle setting rather than a temperate forest. Otherwise, the adventure can be dropped into an area around the Mistcliff, Sky Lizard, Sanrach, or Kobold Mountains with relative ease. For adventure hooks, Port Nyanzaru is the best area for faction representatives to task the party with checking out the rumors of the gnoll tribe.

Adventure Hooks

The players can be drawn into the adventure in a number of ways. Here are some suggestions that include major factions.

Local rumors. In a nearby town or on the road, travelers tell them an odd tale. They were far from home and found a secluded valley that seemed like good hunting grounds. They ran into a pack of gnolls! Amazingly, the gnolls sheathed their weapons and backed away instead of attacking. It's true! Even the travelers have trouble believing it, but such stories have come from these parts for years...

The cautious Enclave. The Emerald Enclave are wary of tales of 'civil gnolls.' If this is true, perhaps it is the blessing of Silvanus or one of his subordinate deities that has made it possible. If these creatures are living in balance with nature, they must be protected like any other creatures who do so.

The watchful Gauntlet. The Order of the Gauntlet has heard rumors of so-called 'civil gnolls' living in this part of the world. They send one or more players as agents to discover if these tales are true—and to destroy the gnolls if they are anything *but* civil.

Harper observation. Harpers have heard stories of these gnolls. They are curious and seek to know such a thing is possible. If there is some

ulterior motive to these creatures, it must be discovered.

Zhent opportunity. The Zhentarim believe in self-determination and applaud the idea of gnolls living with free will—though if some magical force is allowing this to happen, the Zhent may also be very interested in acquiring it.

Reading the Adventure

The plain text (such as this paragraph) contains the general information for running the module.

Boxed text like this with no background is read aloud to players. It usually contains detailed scene information or key dialogue.

DM Notes

This titled textbox with a background is for the Dungeon Master's eyes only!

Dramatis Personae

The characters of the adventure are presented here in alphabetical order for quick reference. More details about these characters will appear in the body of the text.

- **Old One.** Gnoll. Age unknown. The nicknamed spokesperson for the Forgotten sect of Tarjaw gnolls.
- **Rutter.** Gnoll male, aged 23. A Tarjaw hunter, the next to become Forgotten.
- **Tarjaw.** Gnoll female, undead. The long-dead founding member of the eponymous Tarjaw clan.
- **Trackstomper.** Gnoll male, aged 48. An elderly Tarjaw gnoll who lives with Rutter.

I. The Wailing Gnoll

Following the rumors or their instructions, the adventurers have travelled deep into the forest towards a secluded valley where the sighting of nonaggressive gnolls have taken place. It's more than a day's journey from the nearest town or settlement (more, depending on where you've set the adventure). It's not long after they enter the confines of the wooded valley that the party hears strange cries.

Your travel plunges you into the depths of the forest, bringing you between the rise of two stony ridges.

You're told this bottleneck is the entrance to the valley—a valley rumored to be the home of highly unusual gnolls. For years, hunters and random travelers who have stumbled upon the valley have claimed that the gnolls they encounter here were nonviolent, avoiding conflict—everything gnolls are *not* known for.

Now, as you travel deeper into the forested dell, you hear the first sound of a humanoid resident; a pained, shuddering howl of emotion that emanates through the wood.

The players can accurately pinpoint the location of the sound as a few hundred feet ahead through the trees. Whether they approach with stealth or not, it's highly unlikely the person making the noise notices their approach at first.

The source of the sounds is a male gnoll, seated with his back to one of the trees with a longbow at his side. He doesn't appear to notice your approach; his head is bowed, his hands pressed over his face as he gives out a few dry, low sobs. His groans crescendo into a wail as he tips his head back against the tree-trunk, his breath catching in his throat as he suddenly notices your presence. He doesn't reach for the bow; instead, he slowly raises his hands as he regards you with surprise and curiosity.

"I don't want to fight," he says slowly, chewing through the words in Common. "Why are you here?"

The gnoll's name is **Rutter (gnoll hunter)**, a member of the Tarjaw clan. He is wary, but will open up if he perceives that the party isn't here to harm him or his people. He becomes considerably more engaged if the party reveals that they want to know why he and the other gnolls are reportedly less feral than others of his kind. Rutter believes he and the party can help each other.

The Tarjaw Clan and the Forgotten. The Tarjaw have lived peacefully in this valley for generations because of a sect in the tribe called the Forgotten, who live apart from the others. They maintain their numbers by selecting members of the tribe to join their ranks, who undergo a ritual that ensures the tribe continues to be "shielded from Yeenoghu." During the ritual, the candidate gnoll has their name written on a mysterious arcane object called the Namestone. The Namestone absorbs the writing and the gnoll becomes Forgotten in both a titular and literal sense: they forget their own identity, and the rest of the Tarjaw simultaneously forget who the gnoll was and any of their interactions with them. Their name in writings become magically destroyed, effectively making the gnoll a blank void in the tribe's history. The Forgotten's demeanor is hooded, reclusive, and considered frightening.

Rutter's Dilemma. Rutter has been informed by the *de facto* spokesman of the Forgotten, nicknamed Old One, that he will be the next to undergo the ritual. Rutter, like most, is terrified of becoming Forgotten despite its importance. He believes the Forgotten hide a darker secret than anyone in the clan knows, though he can't prove it with certainty. He also cannot flee the valley, as any gnoll who strays beyond its confines becomes mindless and feral like other gnolls of the world.

A Ray of Hope. Rutter believes the arrival of strangers in the valley is a chance for him to prove his suspicions. He asks the party to accompany him to his home in the village.



II. The Tarjaw Village

As Rutter leads you towards the village, you can see the unmistakable signs of civilization. Simple but sturdy wooden homes are staggered along a central path wide and worn enough to be called a road, and spread further along narrow side-paths. Most of the homes have a small fenced-in pen or garden attached to them, and from a distance you can see individual gnolls in a few of these, tending to a family crop on their hands and knees.

The Tarjaw homes are like rustic frontier cabins, the interior mainly comprised of a kitchen, dining area, and living room that blend together without walls to separate them. There are small, private bedrooms, but the gnolls spend most of their time tending to their crop or livestock, or visiting with other members of the clan.

The gnolls are tentative omnivores; they keep chickens for their eggs as well as their meat, and have learned to make fatty cheeses from the milk of the goats they tend to. The gnolls can't stomach leafy greens, instead growing beets, potatoes, and other tough, earthy root vegetables. The valley is wide and mostly dense forest, making hunting a reliable way to ensure a

meaty supper. The gnolls have not taken to mining or metallurgy, meaning that most of their tools and weapons are made from stone and wood. Metal weapons and tools are carefully preserved.

It is up to you and your players how much they wish to interact with any other members of the Tarjaw clan. If accompanied by Rutter or Trackstomper (below), the other gnolls will be amicable, if cautious. The Forgotten don't come to the area where the rest of the gnolls live except to call on (and collect) those who are slated for the ritual, but the residents still exhibit an air of nervousness, occasionally glancing around for fear that they'll see a dark-cloaked member of the Forgotten standing there.

Rutter leads the party to one of the side-roads, towards the western end. His home is similar in size to the others, shared with an old gnoll named **Trackstomper**. Trackstomper is 48, considered rather old as gnolls rarely live beyond sixty years. Since Rutter's own father passed, Trackstomper has been a friend and mentor to the younger gnoll. He tends to the pair's garden, too old to go hunting with his young ward.

The Book

Rutter shares something with the party, as a means of illustrating the terrible, unknowable nature of life in the Tarjaw clan. He retrieves a book (a rarity) from a small chest.

The book, he explains, once belonged to his father, and his father's father. Each of them learned rudimentary letters, using it to write the names of gnolls they knew on the pages of the book, with a mark next to each name. Rutter's father taught him to do the same, making a mark and writing a name of a gnoll he knew next to each one.

"Look," Rutter says, his voice thick with emotion. He shows you the book. There are crudely-made letters written in charcoal on the pages, simple gnoll names with a small circle-mark next to each one. But there are many empty spaces with nothing but a small circular mark and no name. Far too many.

"The names vanish when they become Forgotten. From these pages and from our minds. Why so many lives taken? Why so many friends forgotten? These could have been my friends. They could have been my own siblings, and I would not remember them."

Rutter's Plan

Rutter believes the adventurers can help him discover what is really happening to the Tarjaw. There is a cave nearby called the **Tomb of the Forgotten**, whose location he describes in detail. It is remote, far from even the place where the Forgotten make camp.

The tomb is a secretive place where the Forgotten are interred when they die. Gnolls who are not Forgotten, however, are forbidden from entering. Even when the entrance seems unguarded, some magic must allow the Forgotten to know that their sanctum has been breached. Defiant or foolish

gnolls have attempted to explore its depths in the past, only to be discovered despite all stealth. Such individuals are exiled, forced beyond the edge of the valley, where they become insane with Yeenoghu's renewed influence.

Rutter dares not approach the tomb for fear of exile. He dare not do nothing, in terror of being Forgotten. The party, though, doesn't need to fear either outcome. They can explore the cave without concerns of exile, probably even without fear of magical detection!

Rutter's Namestone ceremony is set for tomorrow night. The Forgotten will be making preparations, leaving the tomb unguarded. Rutter believes the party can enter the cavern, explore it, and return to him in no time at all. Certainly well before tomorrow night!

If it is late, Rutter offers for the party to rest in his home for the night; otherwise, he ensures they grasp his plan and points them in the right direction, towards the tomb.

III. The Tomb of the Forgotten

The tomb of the forgotten is a cave on the northern end of the valley, separate from the Tarjaw village and the area where the Forgotten live. Tarjaw who have seen the entrance from a distance have never seen guards actively posted there, yet somehow intruders who breach this sanctum are always rooted out by the Forgotten and exiled.

The cavern is about two hours' walk through the forest from the Tarjaw village, or three hours from the entrance to the valley. By the time the adventurers arrive, the sun has begun to slip behind the surrounding mountains.

After a couple hours of traversing the woods, the flicker of torchlight becomes visible through the trees ahead. Moving forward, you see how close you are to the low mountain ridges that form the valley. A stony face rises up in front of you, and set into the side is the wide, yawning maw of a cavern entrance. A pole is driven into the ground before the mouth of the cave, and hanging from it is a tattered black robe, the hood drawn up over the top of the post. The sun slips in and out from behind the trees, and the torches that flank the post cause the robe's shadow to flicker and squirm in the growing twilight.

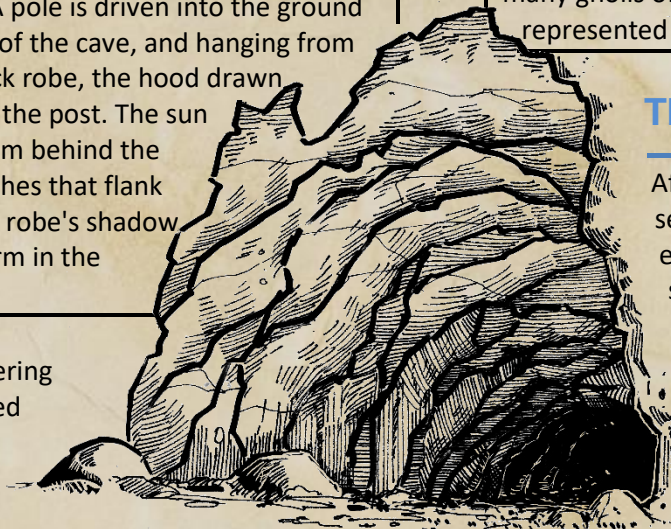
The post and fluttering cloak are enchanted with a *glyph of warding* containing a *sending* spell.

When a humanoid comes within 10 feet of the post, Old One is notified. The Forgotten do not trigger this effect. A *detect magic* or similar effect will reveal the soft glow of the abyssal glyph below the cloak's hood. A **DC 16 Intelligence**

(**Arcana**) check or *dispel magic* spell will neutralize the symbol.

The tunnel entrance is approximately eight feet tall and ten feet wide. The entrance and first several feet are naturally occurring, but as the tunnel ceiling increases to ten feet in height and the path begins to descend, the marks of simple toolwork and other signs of gnoll excavation become more apparent. Soon, the tunnel widens to fifteen feet as it continues to slope downward. The tunnels prior to the first large chamber are dark.

The tunnel continues to descend, widening until it can comfortably accommodate humanoids walking three across. Soon afterwards you begin to pass hollows carved into the stone, hollows occupied with the semi-mummified remains of dead gnolls. The bodies wear black cloaks with hoods pulled over their eyes and snouts—only the withered are visible from the folds of rough cloth. As you begin to pass dozens of these recesses, many of them occupied with Forgotten lain to rest, you recall Rutter's words and wonder how many gnolls of how many generations are represented here.



The Forgotten Attack

After passing by the catacombs for several minutes, the party encounters a chamber occupied by several members of the Forgotten, who attack.

The chamber has 20-foot ceilings and is 40 feet wide and 50 feet long. A tunnel near the back-right corner descends steeply and turns downward to the chamber below.

The tunnel swells to a large chamber, the ceiling increasing to over twenty feet in height. A wide crack in the floor emanates a strange blue-white light, which at first obscures the forms of the

figures surrounding the gap. Like ink-black stains the forms rise and turn, the faces of Forgotten gnolls staring at you from beneath dark hoods. Their eyes glint at you in that eerie blue light, and so does something else—the metal of weapons as the Forgotten attack with disturbing silence.

Enemies by Party Level

Level	Total Enemies
5	2 gnoll pack lords, 3 gnolls
6	2 gnoll pack lords, 3 gnolls
7	2 gnoll pack lords, 5 gnolls
8	2 gnoll pack lords, 6 gnolls
9	3 gnoll pack lords, 5 gnolls
10	4 gnoll pack lords, 4 gnolls

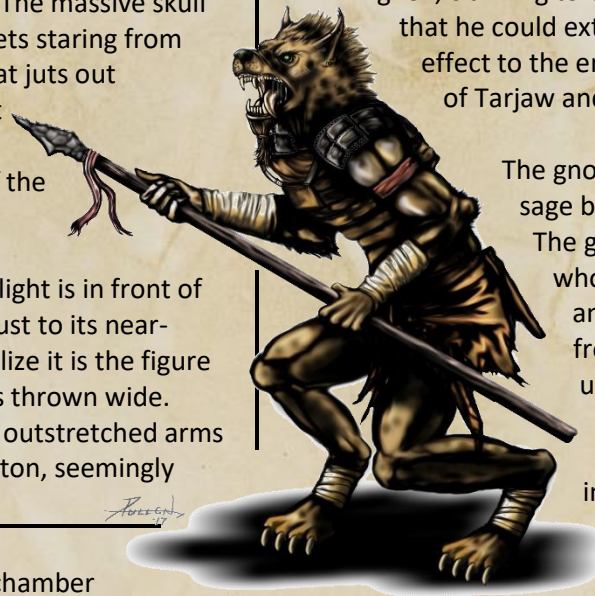
Prisoner's Chamber

The next tunnel corkscrews down until it opens onto an even bigger cavern than the one above it. The room has a thirty-foot ceiling and is roughly circular, sixty feet in diameter. The western edge of the circle is partially collapsed onto a massive fiendish skeleton:

On the far end of the circular room is a huge skeleton, its lower half crushed and buried under a rocky collapse. The bones are like glistening obsidian, the form humanoid. The massive skull rests on the floor, empty sockets staring from below a straight black horn that juts out from the right temple. The left temple's horn is jagged and broken at the base, the rest of the horn nowhere in sight.

The source of that blue-white light is in front of the skull, and as your eyes adjust to its near-blinding luminescence you realize it is the figure of a gnoll on its knees, its arms thrown wide. Beams of light extend from its outstretched arms to the hands of the huge skeleton, seemingly binding the figure in place.

As the adventurers enter the chamber and approach the figure, more Forgotten reveal



themselves from the shadows near the skeleton and engage them. This time, the gnolls are accompanied by hordes of **gnoll zombies**, who clamber out of the catacombs, up from the ground, or from the tunnel to the previous chamber. Fallen zombies are **refreshed** at the top of each round until the living **gnoll pack lords** are defeated, at which point the undead become inanimate and collapse. You can substitute the zombies for **witherlings** if you have *Volo's Guide to Monsters*.

Enemies by Party Level

Level	Total Enemies
5	2 gnoll pack lords, 4 gnoll zombies
6	2 gnoll pack lords, 6 gnoll zombies
7	2 gnoll pack lords, 8 gnoll zombies
8	3 gnoll pack lords, 6 gnoll zombies
9	3 gnoll pack lords, 3 gnolls, 4 gnoll zombies
10	4 gnoll pack lords, 3 gnolls, 4 gnoll zombies

Tarjaw. Once the Forgotten are defeated, the glowing gnoll spirit calls out to you. She explains that she is Tarjaw, the founder of the clan from generations past. Tarjaw explains that years ago, a strange gnoll came to the tribe and gave them a taste of life away from Yeenoghu's influence. The gnoll, claiming to be a sage of great power, said that he could extend this magical calming effect to the entire valley if he had the help of Tarjaw and her people.

The gnoll chieftan elected to trust the sage but was, obviously, betrayed.

The gnoll was a fiend in disguise, who imprisoned Tarjaw's spirit and created the first Forgotten from the chieftan's most loyal underlings. While bound in this place for centuries, Tarjaw's spirit has slowly gleaned important insights through her connection to her captor:

✧ The gnoll who betrayed her is not a gnoll,

but a fallen fiend. She believes the fiend was some overly-ambitious devil and rival to Yeenoghu. Yeenoghu struck down the fiend and its skeletal remains are entombed here.

- ✧ The devil's spirit endured and took on the form of a gnoll. In the years since its betrayal of Tarjaw, it has continued to masquerade as one of the Forgotten, and is called Old One by her people.
- ✧ The Namestone used in the ritual is actually the fallen devil's great horn. Tarjaw believes that the only true purpose of the ritual is to steal the soul and will of the gnolls in order to slowly restore the fallen devil's power.
- ✧ If asked, Tarjaw believes her spirit was bound as some essential part to making the fiend's shielding spell area-wide. She thinks she and the fiend's gathering power are intertwined, but does not understand how.

Tarjaw believes she knows how to save her people from this evil. Slaying Old One while it is bound to a mortal form, or destroying the Namestone, would certainly be effective. However, Tarjaw fears that these methods would end the magical protection her clan enjoys and return them to a feral demeanor under Yeenoghu's influence. At the very least, she believes that defeating the fiend, but writing her name on the Namestone in its blood, will free her spirit. A **DC 12 Intelligence (Arcana) check** indicates this is generally reasonable. **Beating the DC by 5 or more** further indicates that this may actually empower Tarjaw's spirit with the energies the fiend has been siphoning from the ritual all these years.

Tarjaw's spirit knows nothing more. She pleads for the adventurers to do whatever they can to save her people from the fiend—and if slaying it places them back under Yeenoghu's influence, to free them through death, if necessary.

Returning to Rutter's House

Upon travelling back to the Tarjaw Village and

Rutter's residence, Trackstomper comes up to the players in a fit of anxiety. He informs them that the Forgotten arrived early, catching Rutter by surprise and taking him to the Namestone for his ritual.

If it was not previously discussed, Trackstomper can describe the location of the Namestone sufficiently for the players to navigate to it. If the players are injured and have not taken a short rest yet, Trackstomper may encourage it before they attempt a confrontation with Old One, assuring them that the ritual is lengthy and that they will have time for a brief respite.



IV. The Namestone

Rutter has been taken by Old One to the Namestone, which is about half an hour's walk from his house. As the party nears the site of the Namestone, they begin to hear the voices of the Forgotten chanting. Players who can understand Abyssal can approximately translate the phrase "*Memory taken, soul taken, life taken, power taken*" being repeated over and over by the unified voices of the Forgotten gnolls.

The Namestone stands on a rocky outcropping approximately sixty feet in diameter. Stony walls, fifteen feet high, create a crescent around the Namestone at its center.

The former fiend's horn itself occupies a 5-foot square, set in the middle of a circular stone base fifteen feet in diameter.

Interrupting the Ritual

The Forgotten are gathered before the Namestone, which the players were told by Tarjaw's spirit is actually the broken horn of Old One's former fiendish body. Old One himself is in the stone base of the horn, with Rutter bound on the ground beside him.

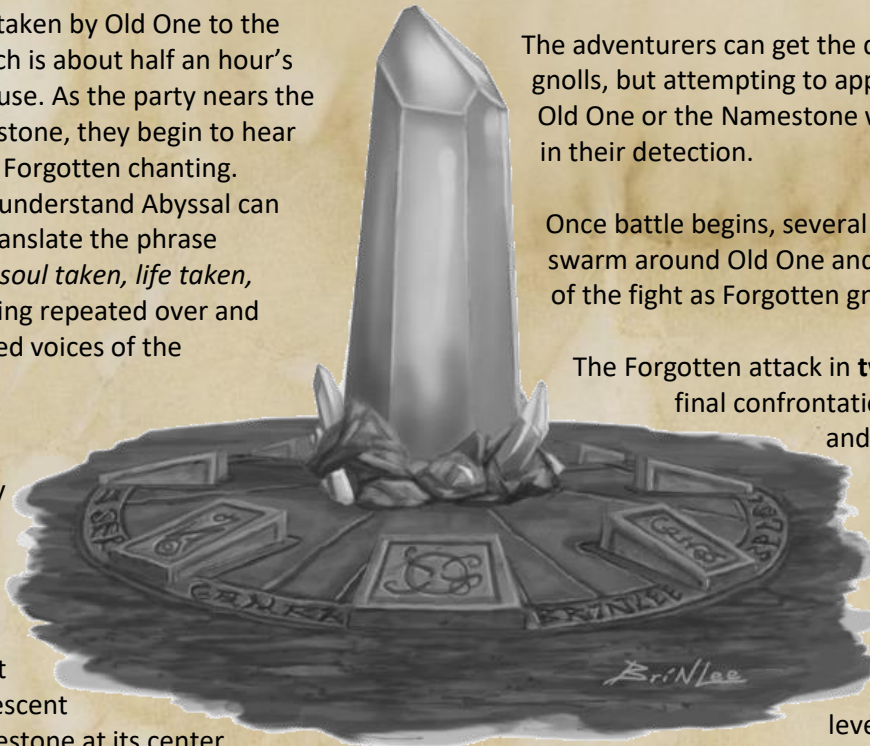
The Namestone rises from the ground, twisted runes carved in the stone around it. Rows of Forgotten stand with their backs to you, facing the fiendish obelisk in reverence as they chant. At the foot of the horn itself, Rutter writhes with futile effort against binding ropes as the large form of a gnoll stands above him. This gnoll is massive, hunched, its mouth a twisted smile as it seems to

draw joy and power from the chanted words and Rutter's helpless fear. This must be Old One.

The adventurers can get the drop on the gathered gnolls, but attempting to approach too close to Old One or the Namestone will invariably result in their detection.

Once battle begins, several of the Forgotten swarm around Old One and Rutter, staying out of the fight as Forgotten gnolls assail the party.

The Forgotten attack in **two waves** before the final confrontation begins. It is you and/or your party's determination if a new initiative order is rolled for each wave. These waves are designed to be fairly easy for a party of the given level to dispatch them.



Enemies per Wave by Party Level

Level	Total Enemies
5	5 gnolls
6	6 gnolls
7	1 gnoll pack lord, 6 gnolls
8	1 gnoll pack lord, 6 gnolls
9	2 gnoll pack lords, 6 gnolls
10	2 gnoll pack lords, 6 gnolls

Confronting Old One

Once the waves of other Forgotten are defeated, Old One rushes forward with his bodyguards. Old One has statistics identical to a **gnoll fang of Yeenoghu**, but with an Armor Class of **15** and **96 hit points**.

Enemies by Party Level

Level	Total Enemies
5	Old One, 4 gnolls
6	Old One, 3 gnolls, 1 pack lord
7	Old One, 3 gnolls, 2 pack lords
8	Old One, 4 gnolls, 2 pack lords

9	Old One, 4 gnolls, 3 pack lords
10	Old One, 2 gnolls, 4 pack lords

As an alternative if you have *Volo's Guide to Monsters*, a 10th level party of four adventurers can battle the Old One as a **flind** with two **gnoll** guards, or with only a single gnoll guard for a party of 9th level.

Salvation or Defeat

Reducing Old One to 0 hit points begins a need for pointed and quick decision making on the part of the adventurers, which will impact the ultimate outcome of the adventure.

Old One's Blood

When the players reduce Old One to 0 hit points, he collapses to the ground and begins to bleed out, pools of his blood starting to spread from the body. If a player uses the blood to write a name on the Namestone, it can have a variety of effects and lead to a number of possible adventure endings, described below.

'Rutter.' No effect.

'Old One.' The stone cracks up the middle and crackles with arcane energy that looks like it is starting to fade quickly. The players will only have time to write one additional name before the stone breaks. If it does, the protection over the valley will fade and the players will experience the **Fallen Tarjaw** scenario.

'Tarjaw.' If the players write Tarjaw's name on the stone, the stone is healed of any damage it has received (directly from battle or by writing Old One's name). The players move directly into the **Protector Spirit** ending.

The Fallen Tarjaw

If the Namestone is destroyed through player actions or by the battle, or if the players fail to write Tarjaw's name on the stone within what you consider a reasonable amount of time (a few rounds or up to 1 minute, depending on how you choose to run the adventure), the magical

protection over the valley fails. If he is alive, Rutter becomes a **Gnoll Fang of Yeenoghu**. He loses his eloquence and personality, remarking with a twisted voice how glad he is to have found 'his' lost tribe. The other gnolls of the valley also revert to a savage nature; the players may be forced to kill or avoid many of them in order to leave the region. Rutter will continue to attack the players and will lead the newly savage Tarjaw clan against them until he is brought down.

Recovery. At your discretion, once Rutter is possessed by Yeenoghu you may allow for quick thinking to yet save the Tarjaw clan. Rutter's possession can be momentarily halted with a *protection from evil and good* spell or any other effect that interrupts or prevents possession. Rutter's sane mind is restored, though the effect in each instance only lasts for approximately one round at a time. If Rutter's mind is momentarily restored, he begs them to kill him. If Rutter takes weapon damage near the broken Namestone, his blood spatters against it and players with at least a **14 passive Perception** can see the cracks in the fiend-horn heal slightly. A **DC 14 Intelligence (Arcana)** or **Intelligence (Religion) check** indicates that using Rutter's Yeenoghu-possessed blood might yet heal the protection spell. Using Rutter's blood to write Tarjaw's name on the stone will lead to the **Protector Spirit ending**; otherwise, the gnolls of the valley are doomed to become as feral as the rest of their kind. Rutter may or may not survive his transformation, regardless of results.

The Protector Spirit

If the players write Tarjaw's name on the Namestone in time, the Namestone suddenly splits up the middle if it was not broken already. Tarjaw's spirit appears before the stone.

The blood on the Namestone appears to simmer for a moment. Suddenly, there is a flash of blue-white light as Tarjaw's spirit appears before the stone. She looks surprised to see you, but her gaze is almost immediately drawn skyward.

A hazy blue tinge fills the sky above you, above the whole valley. The arcane aura becomes more apparent—not by its intensity, but in the way it begins to fade, patches of clear night sky spreading like a growing stain on flickering blue. Tarjaw looks down at the Namestone, her expression one of sudden determination. She strides forward to the devil's horn, reaching out with two ghostly, clawed hands to seize the damaged obelisk.

A low whine fills the air, growing louder and louder until it is almost ear-splitting. Tarjaw's name on the stone in blood begins to glow blue-white, as does the namesake spirit herself, blazing as brightly as when you first saw her chained in the tomb. The glow spreads to the damaged Namestone, seeping into its damaged portions and filling them with the radiant light. With a massive boom, the Namestone is enveloped completely by the blinding light, firing a blazing beam into the sky. The light meets the fading blue aura, and you can see the aura suddenly reinvigorated by the beam's presence.

After a few moments the light fades, and Tarjaw's spirit is left standing beside the place where the Namestone once stood. The horn itself has crumbled to pieces, now replaced by a tall white obelisk similar to marble but with veins of a crystalline blue substance laced throughout it.

Tarjaw's ghost has absorbed the power stored in the Namestone, binding herself to its replacement. Like a phylactery, the obelisk binds her soul to the Material Plane; she will never pass on to a final resting place. In her own words, though, it is a small price to pay if it maintains the barrier over the valley indefinitely.

Conclusion and Rewards

Assuming Tarjaw's spirit was empowered to protect the valley, she and the rest of the Tarjaw honor the adventurers for their aid, overjoyed that they are finally, truly free. Though they still

cannot leave the valley, the tribe will continue to exist in this secluded locale for generations.

If Rutter was saved and is still alive, he becomes a steadfast ally. Save for some magical solution, though, he is also trapped in the valley if he wants to maintain his personality. He digs around outside his home before the adventurers depart, rewarding them with **2d6 gemstones worth 50 gold pieces each**, or **100 gold pieces each** for parties of 8th level and higher.

In addition, the Tarjaw give the party the only remaining sliver of the devil's horn that did not crumble to dust, wishing to be rid of the object.

Shard of the Namestone. *Wondrous Item, Rare (requires attunement).* This shard still retains some of the original horn's cursed power, allowing a creature attuned to it to modify the memories of other creatures. The shard has 5 charges; two charges can be expended as an action, targeting a creature within 30 feet that you can see and focusing on a specific point in time that occurred in the past five minutes. The target must make a DC 16 Wisdom saving throw or forget a span of time lasting approximately six seconds (or one round). As part of the same action, you can expend additional charges to increase the timespan for selective memory loss by one round per charge. A target cannot forget information like injuries or attacks sustained during the forgotten timespan, though details might become vague and fuzzy.

The shard regains 1d4+1 charges each day at dawn. If all of the charges are expended, the creature attuned to it must make a DC 16 Wisdom saving throw, taking 6d8 psychic damage on a failed save, or half as much damage on a successful one. In addition, a creature who fails this saving throw has a 50% chance of forgetting the past 30 days of their life. Only a *greater restoration* or a *wish* spell can restore these memories.

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