



A Dragon's Breath

Ragvala, also known as the "Coinmaker," is an ancient gold dragon who wishes to mend his broken friendship with his old adventuring buddy. Recently, he has heard rumors that his friend's old magical instrument has resurfaced in the Quivering Forest. Unable to change shape anymore, the dragon needs the help of skilled adventurers who can join him on his quest.

A 4-Hour Adventure for 1-4 Level Characters



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Introduction

Welcome to *A Dragon's Breath*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the Greasy Snitches' *Clover Group* series.

This adventure takes place mostly within the Quivering Forest and the skies of the Moonsea region.

This adventure is designed for **three to seven 1-4 level characters** and is optimized for **five characters with an average party level (APL) of 2**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in adjusting for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate 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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a recommendation is not offered or appropriate for your group, you don't have to adjust.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking note of anything you'd like to highlight or remind yourself of 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. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battle maps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

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. Watch for stalling—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.

Adventure Primer

"We don't fear death the way humans do. We live our life to the fullest, so that we're never left with regrets."

– *Nevin, Mahoutsukai no Yome*

Adventure Background

The ancient gold dragon Ragvala, also known as the "Coinmaker," is already at the point of death due to old age. Eight hundred years ago, he was part of an adventuring group called the Five-Leaf Clover: a team of mostly super powered beings disguised as ordinary folk. Ragvala used to disguise himself a tabaxi ranger. One day, while he and his friends were in the Quivering Forest, he had a disagreement with Rokstasha, the Five-Leaf Clover's Djinni, who was disguised as a gold dragonborn bard. Out of anger, Ragvala snatched Rokstasha's magical lute, the "Dragon's Sorrow", and threw it away. Their fight caused a rift between the members of the Five-Leaf Clover; from then on, they went on to their separate ways. The Dragon's Sorrow was lost and forgotten in the forest.

Recently, rumor has spread that a magical lute has been discovered by a wandering bard who tried to take it with him on his way to Phlan. An old tree had grown around the lute, and for years, the magic item had been deeply entwined to its roots; the bard shortly found his efforts to obtain Dragon's Sorrow futile and time consuming. With regret and disappointment, he proceeded to his journey to Phlan, leaving the item inside the forest.

The bard visits the Quivering Forest from time to time, and through the use of magic, he extracts lore from the lute. He uses the stories to create new songs.

This information has reached Ragvala and it was then that he made up his mind to retrieve Dragon's Sorrow: a way of paying homage to his friend, Rokstasha, of asking for his forgiveness and showing his remorse for what happened with the Five-Leaf Clover.

Since he does not have the capability and strength to change shape anymore, it would be difficult for the ancient gold dragon to explore the Quivering Forest and try to find a small item by himself. He now requests the help of adventurers to make his dying wish come true.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Ragvala (RAG-va-la): An ancient gold dragon who has lived for more than 800 years. He likes to go on adventures but due to old age, he mostly spends his time inside his lair, somewhere at the edge of the Dragonspire Mountains.

Vagabond Victor (Vag-a-bond VIK-ter): A mulan human bard who likes to travel and find inspiration in secluded places. He is set to perform in Phlan and is currently in the Quivering Forest, writing a new song.

Temman Dander (Te-MAN DAN-der): An old stout halfling monk who is a member of the Greasy Snitches. Drunk and unpredictable, he usually causes more problems to the people he is with but when it counts, he can be a strong ally.

Rokstasha (ROKS-ta-SHA): A powerful Djinni who is also a member of Five-Leaf Clover. He used to go on adventures disguised as a gold dragonborn bard. He is the owner of the lute, Dragon's Sorrow and the one Ragvala is seeking forgiveness from.

Quivering Forest: Damp and chilly. The forest is full of magic and one can easily get lost. Parts of it are covered by the mist that every so often spill out creatures from different realms.

Adventure Overview

The adventure is broken down into 5 parts:

Part 1. Wherever the adventurers are currently at, a teleported skeleton appears in front of them and attacks! Everybody roll initiative.

Part 2. After passing Ragvala's test, the adventurers are all teleported into his lair. The ancient gold dragon informs the adventurers that he aims to go on one last adventure before he departs this life. His goal is to travel to the Quivering Forest to look for a magical lute that never breaks.

Part 3. The adventurers ride on the back of the ancient gold dragon and travel towards the Quivering Forest. During their journey in the sky, they meet a playful bunch of pixies and a hungry griffon. How they interact with these creatures can affect their adventure later.

Part 4. The adventurers explore the Quivering Forest to find the lost magical lute. Here they might meet a bard named Vagabond Victor who can share to them the lore of the Five-Leaf Clover.

Part 5. Rokstasha's cloud has appeared above the Moonsea. As they travel towards it to hand back the magical lute, an enraged roc comes out from the mist and attacks Ragvala. The ancient gold dragon is gravely wounded and must reach

the cittern-shaped cloud of his friend before he dies.

Adventure Hooks

Part 1 provides an alternative way of doing adventure hooks. Except for characters who are members of the Harpers faction, everyone else can start at Part 1 of the adventure.

Harpers (Faction Assignment). Members of this faction are asked to go to the nearest regional office for a mission. There are rumors that 800 years ago, powerful beings banded together to go on adventures and that some of them might still be alive. Their leader is said to be a tabaxi ranger. This story might be ludicrous but if true, the Harpers need to determine if they are friend or foe. Find out any information you can about the group called the Five-Leaf Clover and its members. A wandering bard named Vagabond Victor, who was last spotted in Phlan, may know something about this. Extract as much information as you can from him about this ancient adventuring group.

Part 1. Surprise Test

Estimated Duration: 15 minutes

The adventure begins wherever each character is presently at. Whatever the characters are doing, they are surprised with a combat encounter sent by the ancient gold dragon, Ragvala.

Combat Breakfast

This part of the adventure intends to give the characters a different approach on adventure hooks. Have each player describe where their characters are at and what they are doing at the moment. Have them paint the location and encourage them to give you as much detail as possible. One character might be eating breakfast at a local tavern, another is about to enter an outhouse, etc.

The sun has just risen and as you go about your morning routine, a purple-hued magical circle silently appears behind you. Gold-colored magic symbols and ancient runes rotate and flicker within the magic circle. A second later, the runes and symbols stop moving: at the center, a short sword emerges with a skeletal hand wrapped around its hilt, followed by an arm, an exposed rib cage, and finally a skull with tiny flashing red beads floating in its eye sockets. The skeleton moves quietly as it positions its weapon to stab you from behind. Everybody roll initiative!

This is a surprise round. Anyone with a Passive Perception of 12 and higher are not surprised. There is one **Skeleton** that teleports behind each character. Roll initiative like normal. Even if the characters are on a different location, the flow of combat should still be the same. On the Skeletons' turn, describe how each one of them attacks a character, wherever he or she is.

The skeletons fight until they are defeated. If a skeleton manages to bring a character to 0 hit points, the attack is non-lethal. While unconscious, the Skeleton teleports the character to Ragvala's lair right away.

Tricks of the Trade

If the encounter happens in a tight space, like inside an outhouse, feel free to make the skeleton assigned to that character get stuck on a wall, roof, or on the ground, with only half of its body functioning. The Skeleton will have 0 feet movement speed and is considered prone, but still has access to its shortbow if it needs to make range attacks.

By no means are these the only actions that the creatures can take. Feel free to have them act anyway you wish. The tricks above are only suggestions.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** If it looks like all characters will lose and fall unconscious from the Skeletons' attack, the Skeleton facing the last character standing malfunctions and self-destructs leaving only its skull intact and giving that character a free win.

Developments

Read the following to those who defeated the Skeletons assigned to them once the whole encounter is over:

The broken bones of the skeleton falls to the ground, its skull still intact no matter how hard you hit it. The glowing red bead on the eye sockets of the skull suddenly shifts into a bright blue color. Its jaw animates as a deep, and ancient voice escapes from it. In a slow pace, you hear the following "Amazing! Simply Amazing! Adventurers are the greatest. My friends, I have a request. Will you aid me on a quest? This old fellow needs your help."

If one of the characters went unconscious, add the following line when addressing the victorious characters before teleporting everyone. It refers to the unconscious character(s):

"Also, I have prepared minion(s) for you to command."

The magic infused on each skeleton disappears as a magical portal opens underneath each character

The light on the skull's eyes vanishes as another magical circle appear on the ground with you in the center. Gold arrow-like symbols manifests within the circle, pointing at you, before a blinding flash of light consumes your whole body and your belongings as you are teleported to an unknown destination.

Proceed to Part 2: How I Met a Dragon.

Part 2. How I Met a Dragon.

Estimated Duration: 25 minutes

This is where the characters are introduced to Ragvala. Use this part for heavy role-play interaction since it's not every day that tier 1 adventurers gets to meet an ancient dragon!

Ragvala's Lair

General Features

Ragvala's Lair has the following general features:

Terrain. The ground is made from layers upon layers of gold coins and other items covered or infused with gold.

Light. The light provided by the ceiling and the walls provide the same effect as daylight.

Smells and Sounds. Faint smell of iron and brimstone can be perceived coming from the dragon, but the gold on the ground does not emit any scent. It is eerily quiet in this room and the only noise that can be heard are from the adventurers and the clashing of gold coins and items as they step on it.

Blinding white light flashes before you as you get transported to an unknown location. The teleportation circle vanishes immediately when you arrive. When your eyes are able to adjust, what you see next is a jaw-dropping sight!

The ceiling and the walls are all smooth and glowing in white. With light shining from all sides, it is hard to tell where the wall ends and the ceiling begins. The room you are in feels impossible to measure: it might be a trick or magic that fools your senses. There is no way that a room as wide and as high as your eyes see can possibly exist. Right?

But that's not all: as you look to the ground, you see gold. You're stepping on a vast sea of gold. Gold coins, gold bars, golden swords, golden thrones, golden chariots, golden statues, and all manner of other golden or gold-covered items imaginable.

Allow the characters to take this all in and enjoy what they are currently seeing. Use the following points as they look around the area:

- A successful DC 12 Intelligence (Arcana) check reveals that the room they are in is certainly as vast as they currently see it. However, Abjuration magic can be felt all over the place. A smart guess would be that there is defensive magic to prevent anyone without permission to come in or to get out of this area.
- A successful DC 10 Intelligence (Investigation) check reveals that the gold they are stepping on

is real. There are also no traps or curses attached to any of the gold that they see. Succeeding in this check by 5 or more also reveals that each item has been thoroughly cleaned, and any trace of its previous owner or location where it was found has been removed.

- A successful DC 13 Intelligence (History) check would reveal immediately that this is a hoard of some sort, most probably a dragon's.
- A successful DC 7 Wisdom (Perception) check lets a character find a mundane, non-living item of their choice made of gold or at least fully covered in it. A gilded greatsword with intricate designs, gold rings and necklaces, a golden rope, a cape made from gold threads, their imagination is the limit! Allow the characters to wear or use the items that they find while they are in this room.
- A successful DC 15 Wisdom (Survival) check reveals that there is no pathway, entrance, or exit in this room. Getting stuck here without food or water will absolutely mean the end for the adventurers. There are no traces of dead bodies or skeletons in this room. There is however, faint traces of a gargantuan creature being present.

The Coinmaker

A few minutes after the characters have their fun and investigation, Ragvala comes out underneath a pile of gold somewhere near them. The ancient dragon introduces himself and asks the adventurers to retrieve a lute in exchange for friendship and loot.

The ground shifts as a massive pile of gold slowly rise in front of you. Coins and other items roll off from the body of a gargantuan, golden scaled dragon. Long flexible spines, like whiskers, run down from above its mouth. Wide and cracked horns sweep back from its nose and brow, and two saggy frills run along the back of his long neck. His scales are not as shiny as the items you see in this room though, his movements slow, and the color from his eyes have almost faded to white.

It does have one unique feature however; its front right claws are covered in vibrant but harmless green flame.

The dragon is majestic, but you can clearly see that this one has endured for at least a millennium, if not longer.

The ancient gold dragon shifts its head and looks down at you, smiling "Greetings adventurers! Welcome to my common room. I am Ragvala, the Coinmaker. I need your help."

Ragvala, the Coinmaker, is an **Ancient Gold Dragon**. He is on the verge of dying due to old age and he knows it. The dragon has lived a fulfilling, joyful life and as normal dragons do, his mind has been prepared to accept and not fear death. He does have one regret however, and he wishes to remedy it before his time runs out. He gives the following information to the characters:

- Ragvala excitedly praise the adventurers who passed his test and gives them comments about their impressive combat skills.
- The dragon does not apologize on his approach to test the characters, but he does explain that he has no intention of killing any of them. He only wants to prove that they are worthy of the quest he is about to give. If anyone needs healing, he can cast *Heal* through the use of scrolls to each character that needs it.
- He mainly talks to the adventurers who passed his test but wants all of them to join him for an adventure. He is searching for an antique, a black, magical lute called Dragon's Sorrow. This lute never breaks and was once owned by a friend.
- If one or more of the characters went unconscious in Part 1, Ragvala offers them to the characters who passed the test as minions that can aid them on their adventure.
- The last known location of the lute is somewhere within the Quivering Forest, near the Moonsea. He thought it is impossible, since the lute was lost 800 years ago. But apparently, news of a wandering bard had found this magical item. Someone named Vagabond Victor.
- He would've gone by himself to retrieve the lute but at this point in time, he cannot use his ability to change shift due to his old age. Finding a small item in his current form will be too difficult while inside the Quivering forest.
- Ragvala offers the characters a once-in-a-lifetime chance of having them ride on his back to transport them to the edge of the Quivering Forest. Once the lute is found, they can join him in returning it to his old friend.
- Voluntarily, Ragvala offers the characters a part of his treasure hoard as a reward for successfully helping him. How much exactly, the dragon will not tell. He will simply say that some things need to be kept a mystery to add fun to the adventure.
- If the characters ask if they can keep wearing the items that they got from Ragvala's hoard, he playfully smiles at them as he agrees for them to borrow it. Stealing it or selling these items will

instantly result in their deaths. The dragon gives this warning in a friendly and upbeat tone. (Reminder: These items will magically return to Ragvala's lair as soon as he dies, so it's okay to let the characters borrow and use as much as they want).

- If asked for the name of Ragvala's friend or who owns the lute, he politely informs them of his name, Rokstasha. An annoying but loyal friend.
- If asked if he is part of an ancient adventuring group, he gives no answer and moves on to a different topic immediately.
- And yes, Ragvala does have other rooms beside this one if the characters ask. This is just the common room.

Roleplaying Ragvala

Also known as the Coinmaker due to the amount of gold coins and treasure that he was able to amass during his time. This ancient gold dragon is full of positive attitude. He is polite and likes to talk to everyone with a smile. Although it is hard to do all this while in the form of a terrifying gargantuan creature, he always does his best to make those around him feel comfortable. He has a soft spot for adventurers and loves to go on adventures himself.

Some say that he is over 900 years old. During his youth, he used to disguise himself as a tabaxi ranger and go to different places as part of an adventuring group called the Five-Leaf Clover. Before he dies of old age, he seeks to mend his friendship with a djinni whom he had a fight with centuries ago.

Quote: "Let's go on an adventure, shall we?"

Once the characters are ready to leave, Ragvala takes out a unique spell scroll that will teleport him and the characters out of his lair. Read the following:

The ancient gold dragon coughs out a unique spell scroll from its mouth. As the item floats into the air and unrolls itself, a spell activates and a familiar magical circle of purple-ish hue appears underneath the dragon. The gold inscribed runes and symbols moving clockwise, the circle is massive enough to accommodate the dragon's size. Ragvala lowers his body to the ground and moves the end of his tail closer to its stomach for you to use a foothold. He motions his head back a little while looking at the adventurers with great delight, "Let's go on an adventure, shall we?"

Proceed to Part 3: Fly in the Sky.

Part 3. Fly in the Sky

Estimated Duration: 60 minutes

Travelling from Ragvala's lair somewhere within the edge of Dragonspire Mountains to the Quivering Forest will take around 2 hours in-game. Each encounter in this part will take 1 hour of the characters in-game time.

General Features

The sky of the Moonsea region has the following general features:

Terrain. The sky, 20,000 ft. above ground. Patches of clouds can be seen below. On the ground, as seen between the clouds, the Stojanow River splits the land before reaching the Moonsea. Above, thick blankets of white clouds cover most of the sky.

Weather. Cloudy but occasionally the sun comes out with its rays piercing the clouds.

Light. The morning sun is clearly present but enough clouds are in the sky, making the brightness of the sunlight harmless to anyone's eyes.

Smells and Sounds. The cold wind makes it a bit difficult to breathe at this altitude and it takes some getting used to. Except for the howling of the wind, giant birds chirping can also be heard.

During their travel towards the Quivering Forest, the characters have the chance to meet a wild Griffon, a group of playful pixies, or both! Ragvala will not help the characters unless he is asked. As much as possible, he wants the characters to bond with these creatures and gain experience on their own.

If you are not pressed for time, feel free to run both encounters A and B. If you are in a convention or strictly should end the module in 4 hours, you can just choose one of the encounters before proceeding to Part 4.

This is also a great time to describe to the characters the beauty and wonders of the Moonsea region. The characters are currently riding a benevolent ancient gold dragon flying at high speed, with a full birds-eye view of the Moonsea, the towns around it, and the mountains that cradle the region. Feel free to add anything that will make the characters appreciate and imagine the beauty of the area they are in right now. Read or paraphrase the following:

You get teleported right above the southern edge of the Dragonspire Mountains. A strong gust of wind continuously hits your skin as you ride on the ancient dragon's back, around 20,000 feet from the ground.

The dragon dashes forth towards the Quivering Forest. Above you is a thick layer of clouds; to the East, the sun shows its massive spherical form while spreading its light to the land below.

The fresh morning air fills your nose as wonder and excitement floods your heart. Looking down below, the region's namesake glitters as it reflects the light from the morning sun. The Moonsea is simply breathtaking.

Encounter A. Hungry Griffon

A loud screeching noise can be heard behind you. As you turn around to check, you see an unusually large eagle fly towards you at great speed. The strange thing about this creature is that it has four legs. Its front legs look the same as what an eagle should have, complete with long talons. Its hind legs however look more like it belongs to a land animal, a lion perhaps.

The four-legged eagle creature flies higher than you and the dragon. As soon as it is right above you, it folds its wings to its sides, open its beak and dives toward your direction while releasing an ear-shattering screeching noise.

- The creature is a lone hungry **Griffon**. It aims to make a character fall unconscious and lose its grip on the dragon's back, letting it fall to the ground to die, before eating its dead remains.
- This encounter can be solved with the characters making multiple skill checks. There is no need to roll initiative unless the characters really want to fight or kill the Griffon.
- Ragvala will let the characters deal with this simple encounter as much as possible. For him, this experience will be great for budding adventurers. He will give tips and advice on how to deal with the griffon, but he will not attack it or participate in combat.
- Any player may roll a DC 8 Wisdom (Insight) to identify that the griffon is hungry and right now sees the characters as its morning meal. The roll is made with advantage if they are part of the Emerald Enclave faction.
- Any player who attempts to tame the Griffon may roll Wisdom (Animal Handling) with a DC of 12. A success on this check will make their characters realize that they can feed the creature with their rations and can do so without any problem. A failure on this check will make the griffon angry and make a **Beak Attack** on that character.

Feeding the Griffon successfully 3 times makes it calm and stop from attacking the characters. Characters who successfully fed the griffon can make another Wisdom (Animal Handling) check. The highest one creates an instant bond with the creature and can ride it for a few minutes. Read or paraphrase the following:

The griffon releases another screeching noise, however this time, it moves its head forward and rubs it against your chest while still flying.

It lowers itself a little bit and adjusts its flying speed to match Ragvala's before exposing its back at you. The only assumption that you can make is that it wants you to hop on its back for a ride!

If the character decides to ride the Griffon, read or paraphrase the text below, otherwise, the creature rubs its head against the character one last time before flying back to its nest.

With one strong flap of its wings, the Griffon soars upward, flying at incredible speed until it enters the thick layer of clouds. For a few seconds, you do not see anything but white. You do your best to keep your eyes open while the wind hits your face. A second more and everything above you is blue in color. Not a single cloud can be seen except when you look down. To the East, a majestic orb of orange and yellow light blinds you until your eyes adjust. You haven't seen the sun this big. This massive orb is rising in its own leisurely pace to light the world you are currently in. The griffon wanted to show you this magnificent sight.

Once the character is done appreciating the scenery around him/her, the griffon senses it and quickly returns to where the party is at. When the character has secured itself on the back of the dragon, Ragvala, the griffon flies back towards its nest.

Developments

This is a good chance to build a bond between Ragvala and the adventurers. Ragvala asks the character who tamed the griffon if that was his/her first time seeing one and asks how it felt when he/she saw the scenery above the blanket of clouds. In return, Ragvala can share the following knowledge to the characters:

- Griffons usually hunt in small groups. It is a little unusual for that griffon to come to you all alone.

- They love horse meat but they sometimes also hunt hippogriffs.
- They usually have their lairs in high rocky cliff-top aeries. They are territorial and are very aggressive when it comes to defending their home.
- They can become trained mounts. The griffons in this area are mostly tamed by the Emerald Enclave faction. They were very helpful during the *Reclamation of Phlan* (You can know more about it if you read the Epic adventure DDEP-04).

Feel free to let the characters interact with the dragon as much as possible. The more they befriend him, the better. The goal of this section is to hopefully make them feel the loss of a friend once Ragvala passes away at the end of the adventure.

XP Award

If the party successfully tames the hungry griffon by feeding it, reward each character 50 XP.

Encounter B. Playing with the Pixies

Getting near the Quivering forest, a shower of glittering dust falls from above. Looking up, you hear giggles and laughter and you see a group of tiny creatures that resemble butterflies. They look like miniature elves with a pair of wings on their backs.

While still 20,000 ft. in the air, a number of **Pixies** equal to the number of adventurers show up above them. One of them is named Okki who can speak Common, a red-headed pixie with pure white butterfly wings. She and all the other pixies casts *Polymorph* on each of the characters. Those who failed a DC 12 Wisdom saving throw are transformed into either a **Giant Goat**, a **Giant Octopus**, or a **Giant Hyena**. This will be entirely your choice. If all the characters failed their saving throw, two pixies will release their concentration on up to two random characters so that someone can play with them. However, if every character rolled a 12 or higher on their saving throw, the character with the lowest roll gets transformed.

Have the polymorphed character(s) roll a DC 15 Dexterity saving throw. Those who failed loses balance and falls off the dragon's back. The pixies continue to chuckle while Okki approaches one of the characters who have not been transformed and says the following while doing her best to stop from laughing:

Hello! Let's play a game! Quick, quick! The first one to touch all your falling friends win! If you win, you gain a friend. If you lose, then you might also lose a friend! Hahahahaha! This is so fun! Hurry!

Roleplaying Okki

A very playful and cheery Pixie from the Quivering Forest with auburn hair and green fae eyes. Her wings are pure white in color, like a blank canvas or the snow on the ground during winter. She wears fresh tiny green leaves that are stitched together. She spends most of her day looking for creatures to play with; however, every time she plays, she easily gets bored.

Quote: "Hello! Let's play!"

If all the polymorphed creatures manage to stay at Ragvala's back, the pixies pout and asks politely if they can jump so they can play. If the characters refuse, the pixies leave the characters polymorphed until the spell ends and flies away from them, disappointed.

If one of the characters fall, Okki and the other pixies folds their wings on their backs and dives down to catch up to the falling characters.

If the characters hesitate to jump off the dragon's back, start counting. For every six seconds that pass, each polymorphed creature falls 500 ft. down.

- Each character, including the ones who got polymorphed, rolls a DC 8 Strength (Athletics) or Dexterity (Acrobatics) check to try and catch up to one of their falling friends. Failing the check, automatically makes the character fall, but only by 300 ft. as the wind slows down their fall. A success makes the character fall by 500 ft. If the result of the check succeeds by 5 or more, the character falls by 700 ft.
- Unless the character can fly or hover, movement speed has no effect on the distance they fall during their turn.
- The pixies can reach the falling characters right away, but instead of touching them to win, they wait for the non-polymorphed creatures to arrive.
- If a character successfully catches up to a polymorphed creature and touches it, the nearby pixie giggles and removes the concentration on the *Polymorph* spell and casts *Fly* afterwards. The pixie then calls on one of its friends nearby to cast another *Fly* spell on the other character.

- If a character attacks a pixie, they fly away if they are not killed.
- The characters only have 30 seconds to win the game or else the pixies will get bored and fly off.

If Successful...

Once all the characters are turned to normal and are all flying, the pixies guide them down to the edge of the Quivering Forest. Okki is impressed with the characters and tries to help them as much as possible by telling them where they can find Vagabond Victor.

"Friends! We are now friends! Thank you for playing with us! Since we are now friends, I can tell you where you can hear good music inside the forest. Do you want to know? Go down, down, upper left, up!"

If asked about the magical lute, Okki does not remember seeing one in the forest but an extra left wouldn't hurt!

Ragvala lands in front of the characters, asking if they had fun with their new-found friends. The pixies bow to the ancient gold dragon before flying off somewhere else.

Proceed to Part 4: The Quivering Forest.

If They Fail...

If after 30 seconds, there are still characters under the *Polymorph* spell, the pixies get bored, releases their concentration on the transformed characters, and flies away with Okki yelling out to them:

"Booooo. You're no fun! We'll find someone else to play with. Enjoy your landing!"

All the characters who are not flying continue to drop 500ft every 6 seconds. Let the players panic a little bit and think of strategies on how to survive the fall.

Once they are about 100 ft. above ground, Ragvala swoops down and catches all of them. Landing right at the edge of the Quivering Forest.

Ragvala warns the characters how much of a trickster the pixies are, but if they get to become their friends, they can become powerful allies.

Proceed to Part 4: The Quivering Forest.

XP Award

If the party wins the game and turns every character back to normal, reward each character 50 XP.

Part 4. The Quivering Forest

Estimated Duration: 1 hour and 50 minutes

Navigating through the Quivering Forest can be a challenge especially since the forest is trying to protect itself from outsiders. As the characters try to search for the magical lute, use the map in **Appendix 1**. Do not show it to the players.

Not Enough Time?

If you are pressed for time, feel free to skip the Navigating in the Forest mechanic and just choose which areas you want the characters to encounter. The only important parts that they need to go to are the following:

- **Area 9** to know more about the Five-Leaf Clover
- **Area 10** where the magical lute, Dragon's Sorrow, is located

This is where Ragvala needs help. He has searched the Quivering Forest time and time again, but unfortunately, he still cannot find the magical lute. Unable to *Change Shape* anymore, the dragon does not want to enter the forest for the fear of destroying some of the trees within due to his size and it will be difficult for him to find a small object like the lute.

"I believe this is where I will require your skills. I am too old to transform into a smaller creature and I do not wish to enter the forest in this form. I am too big and I might destroy the trees. This place is very special to me: a lot of my adventures with my friends during the old days happened here. I ask of you to find the magical lute, Dragon's Sorrow and bring it back here. Doing so would mean a lot to me." The dragon gives you a gentle smile. However, the more you look at his ancient, milky eyes, the more you see the sadness in him as he reminisces the times he was here.

If asked about Ragvala's friends, he tells the characters that hopefully someday he can tell the story of his adventures and his friends.

Navigating in the Forest

General Features

The Quivering Forest has the following general features:

Terrain. Overgrown trees with its thick roots escaping the earth fills this place. The ground itself is muddy but it is usually covered by tall grass, underbrush, and other wild plants. The wide crowns of the trees are around 30ft up. Small and tiny creatures like birds, squirrels, snakes, and lizards can easily be seen throughout the forest.

Weather. Even with the morning sun out, it is damp and chilly within the forest. Clinging fog is forever present just above the forest grounds.

Light. The forest is dimly lit during the day. Most of the sun's light is being blocked by thick canopies.

Smells and Sounds. Freshly turned earth, rotting vegetation and meat can be smelled here. The forest itself is a place of supernatural horror. The characters may hear babies laughing, a woman crying, or a creature groaning. Every now and then they can hear loud crack of a breaking stick and rustling of a bush as if something just passed beyond their vision. At times, everything becomes silent, the only thing the characters can hear are the drumming of their heartbeat, and it is deafening.

Follow the guidance below on how the characters can navigate within the Quivering Forest:

- Draw a hex on a piece of paper for your players to see. Indicate that they entered the forest from the North. This first hex is Area 1.
- Each hex is about 1 mile worth of travel and takes 1 hour to explore.
- Let the players determine the direction they want to go.
- Have them assign a navigator.
- The navigator can make a DC 13 Wisdom (Survival) check. On a fail, the characters are lost. Roll a d6 to randomly determine which direction the party goes. On a success, the characters go to the intended location.
- The check is made with advantage if the characters are currently in an area or going to an area they've been in before.
- If the characters go to a direction, intentionally or not, that does not have an adjacent hex on it, they automatically arrive at Area 11.

Area 1. Northern Border

The characters enter the forest through this area. If they turn around and head back north, they can easily get out of the forest. Going on a different direction though is a different story.

Thick fog covers the ground. Every step you make, you can feel your foot being devoured by the mud. All around, tall grass and wild plants penetrate the fog and in every direction, with large ancient trees that are too close to each other: their crown prevents most, if not, all the sunlight to pass through, covering the entire forest in dim light.

If the navigator makes a Wisdom (Survival) check to go to the next area without making a DC 15 Wisdom (Perception) check first, they automatically trigger the bear traps as they

traverse through area 1. There is one Bear Trap present per character.

Xvarts' Bear Traps

Simple Trap (Level 1-4, dangerous threat)

Trigger. If the navigator makes a Wisdom (Survival) check to move to the next area without someone making a Wisdom (Perception) check first, or if nobody detects the trap, they automatically step on it.

Effect. The trap makes an attack against the triggering creature. The attack has +8 attack bonus and deals 5 (1d10) piercing damage on a hit. A creature hit by the trap has its speed reduced to 0. It can't move until it breaks free of the trap, which requires a DC 15 Strength (Athletics) check by the creature or another creature adjacent to the trap.

Countermeasures. Any character who succeeds in a DC 15 Wisdom (Perception) check sees the edge of the steel teeth of the trap protruding from the fog on the ground. If the trap is seen, it can easily be avoided. A successful DC 10 Dexterity check using Thieves' Tools disables it.

If the navigator or another character makes a successful DC 15 Wisdom (Survival) check, they can detect that there are large bear tracks to the west and small humanoid footprints heading to the east. A roll of 17 or higher reveals that heading west is a dangerous path and therefore it is most probably an unexplored area with a higher chance of finding rare items.

Area 2. Inner Forest

Laughter of tiny old men can be heard from the south east while the sound of two large pieces of iron slowly grinding against each other echoes through from the north east.

Brown feathered owls fly towards the west while in the south, everything is eerily quiet. Getting deeper into the forest, your eyes seem to be playing tricks on you as all the plant life, including the leaves on the ground around you glows bright in different colors.

The plants in this area, including the grass, and fallen leaves glows in different colors whenever the characters make a noise. A successful DC 12 Intelligence (Arcana) or Intelligence (Investigation) check reveals that the flora responds to the characters voice. The more soothing their voices are, the more it reveals a pattern in the way the plants glow.

Any character who makes a DC 13 Charisma (Performance) check by singing or reciting a poem, reveals the following light pattern on the forest ground. If a player sings or recites a poem

at your table, feel free to give him/her advantage on the roll or automatically pass the check.

- All the plants and leaves on the pathway to the north glows steadily in gray color. This path leads to Area 1.
- All the plants and leaves on the pathway to the north east glows in red color in a pulsating manner. This path leads to Area 3.
- All the plants and leaves on the pathway to the south east pulsate and glows in gray color. This path leads to Area 4.
- All the plants and leaves on the pathway to the south rapidly pulsate and glows in gray color. This path leads to Area 5. The plants are pulsating rapidly because of the life forms present in Area 5 and Area 6.
- All the plants and leaves in the pathway to the south west pulsate and glows in yellow color. This path leads to Area 8.
- All the plants and leaves in the pathway to the north west gently pulsates and glow green in color. This path leads to Area 9.

Tricks of the Trade

Once the characters decide which path they are going to take, you should remember that they still need to make a Wisdom (Survival) check as seen in the "Navigating the Forest" section. However, if you feel like you are limited in time or the Navigating mechanic is not providing the fun and excitement that it is supposed to give, feel free to let them go to the direction they wish without making any skill check.

Area 3. Angry Red Caps

Mushrooms of all kinds and sizes litter the ground in this part of the forest. As you continue to move in this area, the mushrooms keep getting bigger and bigger. Most are at least 3 or 4 feet tall with its cap up to 8 feet wide, making it difficult to go through since the mushrooms are now close to each other.

However, something seems to be stranger than these giant mushrooms. In front of you, there are deformed mushrooms with moist caps that seems to be red in color. Slowly, it gets closer to you with the sound of heavy chunks of iron grinding against another.

Suddenly, giant mushrooms start to fall and under the red caps are hunched back gnomes wielding a sickle as tall as them. Their boots are made of iron, grinding against one another whenever they walk. Blood drips down to their face from their blood-soaked hats and with their murderous eyes, they look at you and attack!

There are 4 **Redcaps** in this area. They all fight to the death. These creatures will kill everyone and will not show any mercy. They need the characters' blood to keep the color of their caps red.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove 2 **Redcaps**
- **Weak:** Remove 1 **Redcap**
- **Very Strong:** Add 2 **Redcaps**

Once the redcaps have been defeated, the characters may find one of them hiding a map of this part of Quivering Forest inside their iron boots. The map is marked with locations of the other monsters currently in the forest. Give the players **Player Handout 1**. Characters are not required to make Wisdom (Survival) checks anymore to navigate inside the forest once they have acquired the map.

Treasure

One of the redcaps is carrying a pouch full of exotic tiny mushrooms. If sold to the right buyer, the price is 100gp.

Area 4. Xvart Camp

Arriving from the west, a small camp site can be seen up ahead. As you get closer, you see blue-skinned creatures, each one with vivid orange eyes and receding hairline.

The creatures are either taking care of their food by the fire pit or thoroughly cleaning the shiny longsword resting on a wooden rack.

As soon as they see you, they cowardly run back just behind the camp, peeking at you from behind their tents or a boulder, worrying about the longsword they left behind.

These creatures are **Xvarts** and there are 5 of them in the camp (see **Appendix 2** for the camp layout). They are cowardly humanoids created by a cowardly, and renegade demigod, Raxivort.

Raxivort served under Grazz't as his treasurer before betraying him.

The xvarts all run away towards the east end of their camp as soon as the characters arrive. They left the shiny sword on purpose to lure the characters in.

If one of the characters can speak abyssal, they pretend that they don't understand him/her.

The xvarts do not attack the characters until one of them activates one of their traps. Even if the characters attack them first, they continue to put up their act of being scared. Once there is only 1 of them left, it does its best to run away.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove 1 **Xvart**
- **Strong:** Add 1 **Xvart**
- **Very Strong:** Add 1 **Xvart** and 1 **Xvart Warlock of Raxivort**

Xvarts' Bear Traps

Simple Trap (Level 1-4, dangerous threat)

Trigger. A creature that steps on a bear trap triggers it.

Effect. The trap makes an attack against the triggering creature. The attack has +8 attack bonus and deals 5 (1d10) piercing damage on a hit. A creature hit by the trap has its speed reduced to 0. It can't move until it breaks free of the trap, which requires a DC 15 Athletics (Strength) check by the creature or another creature adjacent to the trap.

Countermeasures. A successful DC 10 Wisdom (Perception) check while within 10 feet of the trap reveals it. A successful DC 10 Dexterity check using thieves' tools disables it.

Treasure

The shiny longsword is just that. It is not magical. The Xvarts shines it every day and uses it to lure adventurers to their traps. It can be sold as if it is a brand-new longsword for 15gp.

Area 5. A Lost Snitch

Continuing this path leads you to a clearing within the forest that seems to be a safe area to camp and rest.

To the south, you see a small bald figure, a halfling, wearing a black cloak with a small white emblem printed on it: crossed swords with a polyhedron shape like icon above.

The man is facing a giant narra tree, whistling out loud while taking a leak.

After a full minute of peeing, he turns around in one swift action while pulling his pants up and waving at you, knowing full well where you are at. With an annoying high-pitched voice, he yells out, "What's up witches! Are you witches? No? Good! I am Temman Dander! Are you lost? Because I am... help?"

Temman Dander has been trying his best to get out of the Quivering Forest. He is however, excited that he is not alone anymore. If the characters attempt to make a short or long rest in this area, they do not gain its benefits. Temman will keep telling them stories, non-stop, of his great adventures, some true, most are false. He has no knowledge where the magical lute is located.

If he is asked to join the characters, he will agree immediately and will join them until he is successfully out of the forest. All characters gain 1 level of exhaustion while Temman Dander is with them and they cannot benefit from a short or long rest.

Every hour, any character can make a DC 15 Charisma (Persuasion) check to make the halfling leave them alone. On a success, Temman, gives them a sad, teary-eyed, and disappointed look, before walking away.

Roleplaying Temman Dander

An old bearded, homeless-looking halfling male wearing an alcohol stained and tattered-looking gi with loose-fitting pants. He also wears a black cloak with the symbol of the Greasy Snitches on it. A skilled monk trained in the Way of the Open Hand. Temman is a drunk; he is a curious, and annoying fellow, but anyone who manages to get a good look at him can see the hopelessness in his eyes. He lives his life as happy-go-lucky as he can.

Rumors say that he is also part of the Black Network, the Zhentarim faction.

Quote: "Hahaha. Is that all you've got?!"

Who are the Greasy Snitches?

One of the adventuring groups who became pseudo-famous after reclaiming the ancient town of Phlan from an evil dragon overlord named Vorgansharax. It is said that the group has stopped taking on quests themselves: they have taken a back seat and are using their connections within the five great factions to recruit other adventurers to do their work. They earn coin without risking their lives. The Greasy Snitches is NOT the group of adventurers the Harpers are looking for.

If the party decides to attack Temman, he fights them in a non-lethal manner. Stabilizing all of them right after combat, if he does manage to knock them all out. While fighting, he banters with the characters:

- "Hey! Hey! Why are we fighting? I have more stories to tell you!"
- "Is that all you've got?! Seriously. Stop."
- "Are you trying to kill me? You know that is not lawful, right?"
- "I hope you are not an adventurer, because what you're doing is not very heroic at all."
- "You know that if I die, the local priest will just raise me back up from the dead, right?"
- "That is some very chaotic behavior you're doing pal."

Feel free to add more, but the goal of this banter is to let the characters know that they are supposed to be heroes and killing an innocent man is not acceptable. Let them question their alignment and remind them that Neutral Evil and Chaotic Evil are not allowed in Adventurers League play. You can even remind them through Temman's lines! Be creative and have fun.

Area 6. Guard Drake Lair

The smell of rotting corpses fills the air. Chewed off bones with pieces of flesh still attached to it can be seen all around.

Four-legged reptilian creatures with green dragon scales prowl towards your direction. Ready to pounce at a moment's notice.

There are 3 **Green Guard Drakes** in the area. They attack immediately if the characters do not appear to be a threat to them.

If any character speaks Draconic, they can attempt to make a DC 15 Wisdom (Intimidation) check to try to scare of the green guard drakes.

These creatures hatched from eggs left by dragon cultists when Vorgansharax was defeated during *DDEP4 Reclamation of Phlan*.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove 1 **Green Guard Drake**
- **Strong:** Add 2 **Green Guard Drakes**
- **Very Strong:** Add 3 **Green Guard Drakes** and change their Max HP to 77

Treasure

A petrified egg of a green guard drake can be found near the area. A collector is willing to purchase it for 200gp. There's also an intact spell scroll of *Comprehend Languages* that was left by one of the dragon cultists.

Special Certificate at Greasy Snitches Charity Events!

If you are played this during one of the charity events of the Greasy Snitches in 2018 or participated in the charity auction, the egg of the green guard drake loses its petrified status and hatches as soon as somebody touches it. One player may receive the Green Guard Drake Companion certificate. Congratulations!

Area 7. Golden Elk Antlers

This area is quiet and serene. A small pond with crystal clear water sits under a giant oak tree. Tiny rays of the sun penetrate the tree's crown down to the pond which makes it glitter as it reflects the light. Small animals gather here to drink the water from the pond.

One majestic creature catches your attention. An elk with glittering white fur and antlers that seems to be made of gold is calmly drinking from the south side of the pond. Its ear twitches a little bit, but it seems that it has not yet noticed your presence.

The characters are 60 feet away from the **Elk**. If a character wishes to get closer to the creature, or attack it, he/she must first make 3 consecutive DC 10 Dexterity (Stealth) check. If any of the checks fail, the elk hears the character coming and runs away as fast as it can. If two or more characters want to get closer or attack it, the checks are made with disadvantage.

Attack rolls made by a character against the elk without making a Dexterity (Stealth) check first or doing so after a failed check, is made with disadvantage. Once the elk has taken damage, attacks from any characters are rolled normally.

Treasure

The gold antlers of this rare elk can be sold in town for 200gp.

XP Award

For every character that is successful in making all his/her stealth checks and captures the giant elk, reward each of those character 100 XP for being an excellent hunter.

Area 8. Animal Crossroads

A bigger pond lies in this area of the Quivering Forest. All the trees around it bear fruits, and plants on the ground have produced what looks like unlimited supply of berries.

Different animals gather here to drink and eat. There are no hunters or prey in this area. Each creature seems to have an understanding that this place is a haven for any animal.

As you approach, some of the larger animals turn to you, but then goes back into their business. With all the twisted things happening in the forest, this is the one area where you can truly feel safe.

There are no treasures or combat to be encountered in this area. This is a feeding ground for all the animals in the forest which, for some unknown reason, is free from any form of evil or malice.

Characters can do a short or long rest in this area without any problem. This is the perfect place for druids to see different animals. Also, for rangers who are looking for a beast companion. Give the **Player Handout 2** for those who are interested what kind of animals are present in this area.

If the characters attack any of the animals, the others will run away the first chance it gets. The animals here will not fight and the characters can kill as many as they want.

Area 9. Victor Sings a Song

Ruins of stone buildings covered in vines and moss blend in with the forest. Giant boulders can also be seen near the area.

On top of one the boulders, a middle-aged mulan human with a thick black mustache and brown eyes is playing a lute. A calm and comforting tune floods the forest, making some of the animals to stop and listen. The man lets out a soft and warm voice, singing a song about life and death that barely echoes through the forest.

The man stops midway through his song. He grabs his journal and writes down the lyrics that he just came up with.

The man is a human bard named Vagabond Victor. He is currently in the Quivering Forest looking for inspiration for his new song. He is friendly to the characters and introduces himself once he sees them.

He has a show in two nights at the city of Phlan, more specifically, at the newly renovated place called Madame Freona's Tea Kettle (check *DDEX01-01 Defiance in Phlan* if you wish to know more about Madame Freona and the Tea Kettle place). Adventurers visit that place to eat, drink, sleep and get quests in exchange for coin.

He is hoping to write a new song that can capture the excitement and dangers of being an adventurer and hope that it'll be a hit once they hear it. He will ask the characters if they have any tips for him or anything he can add to his song. Feel free to reward inspiration to anyone who makes a great suggestion to Vagabond Victor.

If asked about his lute, he will tell the characters that he just purchased it from a town in a far eastern land when he was just starting out as a bard. It is non-magical and it is not what the characters are looking for. He does, however, know a centuries old story about a magical lute that was thrown in the Quivering Forest by a member of a mystical group of adventurers called the Five-Leaf Clover. If the characters are willing he asks for them to sit on a bed of grass nearby and starts to gently strum the strings of his lute while telling the story:

- Around 800 years ago there was an adventurer with catlike features, a tabaxi ranger, who was so successful in finding and delving into dungeons all over the world that he was called the "Coinmaker." Everywhere he walks, coins just drop from his pockets and heavy pouches. It was as if he had a never-ending supply of it.
- Rumors say that he was actually a young gold dragon in disguise, seeking the thrill of adventure and at the same time amassing his horde.
- Other strong creatures and individuals caught wind of this and joined the Coinmaker on his journey. They tackled more dangerous quests and went inside deadlier dungeons.
- A creature that could grant wishes joined the Coinmaker on his adventures. The creature wanted to live a life where he can gain something by working hard for it. With the use of magic, he disguised himself as a gold dragonborn bard. It was to mock Coinmaker they say, but in truth, it was probably because he saw Coinmaker as his idol, his source of inspiration.
- The dragonborn bard created many songs. Some are still famous even now: most are played at funerals. He likes to sing gloomy and depressing songs, about the Coinmaker and his

last adventure. How he should make the most of his life because the next adventure they go to might be his last.

- One day the Coinmaker had enough of it and had a falling out with the dragonborn bard. In anger, he accidentally threw the bard's magical lute here in the Quivering forest, where it got lost due to the twisted magic of this place.
- After that fight, the rest of the adventuring party went on their separate ways and never got back together.

Faction Assignment: Harpers

Now that the characters have encountered an NPC that has some knowledge about Ragvala's adventuring group 800 years ago. Members of the Harpers faction can ask Vagabond Victor anything he knows about the initial five members of the **Five-Leaf Clover**.

If the characters ask if he knows anything about the other members of Coinmaker's adventuring party, he flips the pages of his journal and tells the following:

- The "Coinmaker" is the first member of their adventuring party obviously. A gold dragon disguised as a tabaxi ranger.
- The next one is a wish granting creature who disguised himself as a gold dragonborn bard.
- Another is an angel they say, from the heavens, who transformed herself into an awkward goliath priest.
- Then there's Rem, the Hero of the North. A human knight blessed by the gods with eternal beauty and strong magical powers to turn her enemies into ice. She was so strong that her hair turned blue.
- Lastly, there is this halfling wizard apprentice who just didn't give up in joining the group. He figured that he can improve his spellcasting if he is with them and the more loot they get, the more he can smoke his pipe without worrying of running out of what to put in it.
- These five are said to be the original members of the group and they call themselves the "Five-Leaf Clover."
- A member of this group can be spotted when you see a black five-leaf clover tattooed at the back of his/her right hand.
- It was said that their first and last adventure together actually happened here in the Quivering Forest. A very memorable spot for them, probably.

Roleplaying Vagabond Victor

A middle-aged mulan human with brown eyes, short black messy hair, and a thin black mustache. People usually recognize him because of the old, faded red coat that he always wears. He is friendly, jolly, and upbeat almost all the time. He likes to play his lute whenever he tells someone a story. As a musician, he goes from one town to another and has no permanent home. He gathers inspiration from the places and people that he's been with.

Vagabond Victor has amassed tons of information ever since he started to travel to different places. This was noticed by the five great factions and from time to time, they use him to provide intel about their secret missions, in exchange for coin and protection, among other things.

Quote: "You wanna hear my new song?"

Who's disguised as what now?

Most of the information Vagabond Victor has might be confusing, and for the players, that is intentional. Victor only pieced together stories about the Five-Leaf Clover by extracting the lore using magic from the magical lute that he found in Area 10 and does not know everything about them. However, to make it easier for you as a DM and to make sure you deliver the story as accurate as possible, here is a character guide:

- **Ragvala:** Ancient Gold Dragon, a.k.a. the Coinmaker. 800 years ago, he disguised himself as an orange-furred tabaxi ranger whenever he goes on an adventure.
- **Rokstasha:** A djinni who disguised himself as a gold dragonborn bard. Vagabond Victor does not know his name.
- **Rizgrim:** A solar who disguised herself as an awkward goliath priest of Kelemvor. Victor does not know her name and her god.
- **Rem:** The hero of the North. The blue haired human knight who has the power to turn her enemies into ice. Unlike, the others, she has a short life-span.
- **Rudy:** A halfling wizard apprentice who likes to smoke his pipe. He basically begged the others to take him with them and that's how he became a member of the Five-Leaf Clover. Vagabond Victor does not know his name as well.
- **The Five-Leaf Clover:** A group of adventurers from around 800 years ago. The members of this group are rumored to be powerful beings disguised as normal humanoids. They love the thrill of adventure and overcoming quests within the limits of their humanoid forms. A member can usually be identified by a black tattoo of a five-leaf clover at the back of their right hand.

Vagabond Victor has a partial map of the Quivering Forest, similar to the one found in Area

3. If the players do not have it yet, give them **Player Handout 1**.

He can tell the characters that the most unexplored area in this part of the forest is area 10 and that's where he found the magical lute. In truth, he can't get the lute for himself because it became a part of a tree and he doesn't have the means and strength to remove it. He doesn't join the characters if asked, saying that he is about to finish his new song and needs to stay here to focus. He is familiar with the creatures and the tricks of the forest and will be alright on his own.

If the characters tell Vagabond Victor that they were sent here by Ragvala himself, he is ecstatic and immediately joins them. He is willing to let the characters have the magical lute if they are here to bring it back to the ancient gold dragon.

Area 10. Do You Have Another Candy?

Thin mist envelopes this area of the forest. As soon as the mist touches you, you feel a tugging sensation as if someone or something is trying to pull you into a different place.

The canopy has completely blocked off the sun and everything around you is dim. No animals, big or small, are present. Only crawling insects can be seen, slithering into dead branches nearby.

The hair at the back of your neck rises as a crying voice catches your attention. A small boy that doesn't seem to be from this place is hiding behind a large tree, clutching a stuffed animal while trying to hide from your gaze. Behind him, a corpse of a brown owlbear can be seen. Seeing you, the child nervously steps into the open while wiping the tears from his face, he points at the stuffed animal and says "Can you help me? I can't find my mama and I think my friend is dead."

The small boy is actually an oni named **Vid**, who managed to escape the mists of Barovia after the events of *DDAL4-14: The Dark Lord*. After escaping the Demiplane of Dread, his stuffed animal cannot change into a giant ape anymore and his power seems to have been weakened. He already ate all the animals in this area to regain his strength, and without any food left, he sees the characters as his next meal.

Once Vid is within 20 feet of any of the characters, he dismisses his Change Shape and reveals his true self in Medium humanoid form

and attack. The oni will try to escape if he has only 30 hit points left.

Vid has the stats of an Oni with the following changes:

- He cannot use his **Innate Spellcasting**.
- He does not have the **Regeneration** ability active.
- He does not have the **Multiattack** action.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group.

- **Very Weak:** Vid does not have the ability to fly and his **Max HP** is reduced to **80**.
- **Strong:** Vid has the **Regeneration** ability active and transforms into a Large Giant size instead once he dismisses his Change Shape form.
- **Very Strong:** Vid can use his **Innate Spellcasting** and **Multiattack** action.

Once Vid has been defeated or manages to escape, a character can make a DC 13 Wisdom (Perception) check to find the magical lute or Vagabond Victor can just point out its location if he is with the party. Dragon's Sorrow is partially protruding out 20 feet up at the main body of the tree where the oni was hiding.

A successful DC 18 Strength (Athletics) check can pull out the lute from the tree, making a hole in the tree where birds or small animals can live in the future.

At the back of the lute, something is engraved on it in Auran language using Dwarven script. It reads:

"I will only sing songs about you, my friend, my idol, my adventuring brother. Until the day you die, I dedicate all my songs to you." – Rokstasha

If the characters are successful in retrieving the magical lute, they can exit the Quivering Forest at Area 1 where Ragvala is waiting for them.

Temman thanks the party for listening to his stories if he is still with them and leaves as soon as they are out of the forest.

If Vagabond Victor is with the party, he enthusiastically introduces himself to Ragvala and asks permission if he can join the adventurers on their journey in which the dragon agrees. Victor wants to write everything he can about the dragon and his friends to use it as inspiration for his future songs.

Proceed to Part 5: His Final Moments.

Treasure

The stuffed animal vanishes when Vid is defeated. However, he does drop a ruby worth 100gp.

Area 11. Trapped in the Forest

Only thick mists can be seen in this area. Silhouettes of wild animals and bipedal creatures that you cannot identify stop for a second as soon as they detect your presence and then dives back into the mist, vanishing completely.

No matter which direction you go, you seem to be lost.

If the party moves to a direction where there is no adjacent hex as seen in **Appendix 1**, they arrive at Area 11.

Roll a d10. After an hour of travelling, the characters arrive at an area within the Quivering Forest based on the result of your roll.

Part 5. His Final Moments

Estimated Duration: 30 minutes

Once the characters are reunited with Ragvala, he takes them to Rokstasha's home on one of the clouds above the Moonsea. On their journey, the dragon and party are attacked by a Roc where Ragvala receives a grave wound. If you are pressed for time, you do not have to run the combat encounter for it and just continue to weave the story until you reach the conclusion.

Soaring High

Ragvala points to a giant cloud at the north of the Moonsea. Oddly enough, the cloud is shaped like a cittern. He tells the characters that his friend has a unique taste in things.

Flying high into the sky, Ragvala asks the characters about what happened in the Quivering Forest. How they found the lute, if they found any treasures, and what are the other creatures they encountered.

If the characters point out what's written at the back of the magical lute or if they read it to Ragvala, his eyes become watery and then gives everyone a beaming smile, thanking the characters for pointing it out or for reading it to him.

This happy moment is cut short though as mists starts to form in the middle of the sky, in front of everyone. The mist starts to expand until something comes out and attacks the dragon!

Thick mists start to form in front of you in the middle of the sky. The mist continues to pour out from its point of origin and rapidly expands. Within the mist, a shadowy figure can be seen, its wings moving at great speed before anyone can react to it.

In a split second, a gargantuan bird with feathers as black as night emerges from the mist. Flying towards the first thing that it sees, it attacks Ragvala with its talons, each one almost the size of a human guard tower.

The bird manages to surprise the old dragon and to severely wound him on the chest.

Large amounts of blood falls from Ragvala's wound and continues to travel down the sky and into the Moonsea. The dragon, with all its might, roars at the enemy and starts to fight back.

This is a fight between Ragvala and a black-feathered **Roc**, who seems to have come from the Demiplane of Dread and just attacked the first one it sees out of panic.

Ragvala is an **Ancient Gold Dragon** with the following changes:

- He only has **432 HP** left, after receiving the wound from the Roc.
- His flying speed is only **40ft** while there are characters still riding on his back to make sure that they do not fall.
- He cannot use his *Lair Actions* since he is outside of his home.
- He cannot use his *Change Shape* action.

You can have Ragvala and the roc fight without rolling for initiative. It's up to you to describe the fight but at the end of it, Ragvala manages to defeat the Roc, although he is heavily wounded.

However, if you want to give the players a more fun and exciting experience, have them join the combat and roll for initiative.

- Remember that they are currently 20,000 feet above ground and cannot move at the back of the dragon unless they want to risk falling. A character who moves at the back of the dragon must first make a DC 20 Strength (Athletics) or Dexterity (Acrobatics) to hold on or keep his/her balance. Failure on the check means the characters fall off and would probably die once they hit the ground.
- The roc will only attack Ragvala and ignores the characters.
- This is a golden opportunity for low level characters, especially new characters to experience combat of this scale. Feel free to be creative in describing how the characters are fighting alongside an ancient gold dragon to defeat a gargantuan roc. Make it memorable!
- Ragvala will always prioritize the character's safety and make sure that they are not harmed.
- You can also use this opportunity to make the characters build a stronger bond with the dragon.
- Ragvala and the characters should win this fight. But if for some reason, the dragon is losing and only has 80 or lower hit points left, a giant whirlwind form from the cittern-shaped cloud and descends on the roc, hurling it away from everybody and ending the combat.

Allies in the Sky

If the characters are successful in befriending the griffon, the pixies, or both, they arrive at the first round of combat and is willing to provide assistance on Initiative 20, losing ties.

The **Griffon** will get close to the characters and let one of them ride her, acting as a controlled

mount. Check p.198 of the *Player's Handbook* to know more how a controlling a mount works.

A number of **Pixies** equal to the number of players available, including Okki, arrive and help the characters by casting *Fly* on them. They will stay away from the roc to make sure that it doesn't break their concentration. If the characters are smart enough to ask the pixies if they can cast other spells, Okki will tell them immediately what they know and they are willing to cast them if needed.

These allies are willing to stay with the characters until the end of the adventure. They also show great concern about Ragvala being wounded and helps the characters fly towards the cittern-shaped cloud at the end of combat.

Goodbye, My Friend

Ragvala barely has enough strength to fly towards the massive cittern-shaped cloud but manages to do so anyway. He will carry all the characters if they do not have any allies with them.

A tall fortified structure can be seen on top of the massive cittern-shaped cloud: a castle made of clouds. The walls are light blue in color and the front gates open immediately upon your arrival. From within, a large creature comes out.

The top half of his body looks humanoid, but the bottom part only has black smoke instead of legs. The creature has red eyes and a short, trimmed white beard. He wears a black turban decorated with jewels and gold trinkets.

With a booming voice, he says "Come inside. Quick."

The large creature is a djinni named Rokstasha. He is one of the founding members of the Five-Leaf Clover.

Ragvala, who is on the verge of death, asks one of the characters to bring Dragon's Sorrow to Rokstasha. The djinni accepts without hesitation, but his focus is still in trying to find a way to heal the dragon.

Any healing magic or potions are not enough to save the dragon. He is dying. Ragvala asks forgiveness from Rokstasha and hopes that by returning Dragon's Sorrow, he will be forgiven.

Rokstasha moves down close to Ragvala, green flame envelopes his right hand as it erupts from his five-leaf clover tattoo. With his voice breaking, he says, "You are forgiven my friend."

The dragon can barely keep his eyes open as it lies on the ground, blood slowly escaping him and crawling outward on the floor.

"Thank you." With a final whisper, the dragon stops resisting. He closes his eyes, takes his last breath, and his mouth forms a smile. The green flame around his right talon slowly vanishes, revealing the black mark of a five-leaf clover. The life of the dragon has faded. Ragvala is no more.

Treasure

The items that the characters borrowed from Ragvala's hoard emits a bright light before vanishing and teleporting back into his lair.

A wooden chest in return appears in front of them once the bright light dissipates. Inside the chest is 1,000gp that came from Ragvala's hoard and an *Instrument of the Bards – Mac-Fuirmidh Cittern* called **Dragon's Lullaby**.

A small note is also included in the chest and it reads, "*To the new generation of adventurers. It is time to create and sing new songs of your own adventures.*" – *Ragvala of the Five-Leaf Clover*.

Conclusion

With Ragvala gone, Rokstasha now needs to prepare for the funeral of his friend. During his free time, he asks the characters about their adventure and how they were able to retrieve Dragon's Sorrow.

Rokstasha is impressed with them and gives those who are willing, a chance to become part of their adventuring group and return it to its former glory. Those who accepts it receive the **Five-Leaf Clover Initiate** story award.

Rewards

Make sure players 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.

Combat Awards

Name of Foe	XP Per Foe
Skeleton	50
Griffon	450
Pixie	50
Redcap	700
Xvart	25
Green Guard Drake	450
Temman Dander	700
Roc	7,200

Non-Combat Awards

Task or Accomplishment	XP Per Character
Taming the Griffon	50
Winning the Pixie Game	50
Hunting the Elk	100

The **minimum** total award for each character participating in this adventure is **450 experience points**.

The **maximum** total award for each character participating in this adventure is **600 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Exotic Tiny Mushrooms	100
Shiny Longsword	15
Petrified Green Guard Drake Egg	200
Gold Antlers	100
Vid's Ruby	100
Ragvala's Coins from his Hoard	1,000

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 detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Dragon's Lullaby

(Instrument of the Bards – Mac-Fuirmidh Cittern)

Wondrous Item, uncommon (requires attunement by a bard)

A Description of this item can be found in the *Dungeon Master's Guide* with the following changes; the cittern is pure white in color which makes it look like its components are made from pearls. A cloud like design of shou origin is engraved on the instrument's body, filled in light blue color, and outlined in black. When the instrument is used to cast a spell, tiny pink flower petals swirls around the caster's body as it gets blown away by a harmless gust of wind. The petals' movement matches the tempo of the music being played from the Cittern. This item can be found in **Player Handout 4**.

Scroll of Comprehend Languages

Scroll, common

This item can be found in the *Dungeon Master's Guide*.

Story Awards

During the course of this adventure, the characters may earn the following story award:

Five-Leaf Clover Initiate. A senior member of the Five-Leaf Clover has taken a liking of you and made you a junior member of their adventuring group. A magical tattoo of a five-leaf clover has been permanently placed at the back of your right hand. When you put your will to it, harmless green flame erupts from the tattoo and engulfs your hand. The flame can provide dim light within 5 feet of you. More information can be found in **Player Handout 3**.

Renown

Each character receives **one renown** at the conclusion of this adventure.

Members of the Harpers that manages to talk to Vagabond Victor and gain all the information he knows about the Five-Leaf Clover earns **one additional renown point**.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Ragvala (RAG-va-la). An ancient gold dragon who has lived for more than 800 years. He likes to go on adventures but due to old age, he mostly spends his time inside his lair, somewhere at the edge of the Dragonspire Mountains.

Okki (Oh-ki): A very playful and cheerful pixie from the Quivering Forest with auburn hair and green fae eyes. Her wings are pure white in color with no pattern on it. Like a blank canvass or the snow on the ground during winter. She wears fresh tiny green leaves that are stitched together. She spends most of her day looking for creatures to play with, however every time she plays, she easily gets bored.

Vagabond Victor (VIK-ter). A mulan human bard who likes to travel and find inspiration in secluded places for his new songs. He is about to perform in Phlan and is currently in the Quivering Forest, writing a new song.

Temman Dander (Te-MAN DAN-der). An old stout halfling monk who is a member of the Greasy Snitches. Drunk and unpredictable, he usually causes more problems to the people he's with but he can be a strong ally when it counts.

Rokstasha (ROKS-ta-SHA). A powerful djinni who is also a member of Five-Leaf Clover. He used to go on adventures disguised as a gold dragonborn bard. He is the owner of the lute, Dragon's Sorrow and the one Ragvala is seeking forgiveness from.

Appendix. Monster/NPC Statistics

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, reach 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Giant Goat

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages --

Challenge 1/2 (100 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Giant Hyena

Large beast, unaligned

Armor Class 11

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 1 (200 XP)

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Giant Octopus

Large beast, unaligned

Armor Class 11

Hit Points 52 (8d10 + 8)

Speed 10 ft. swim 60ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses darkvision 60ft., passive Perception 14

Languages --

Challenge 1 (200 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Griffon

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60ft., passive Perception 15

Languages --

Challenge 2 (450 XP)

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

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

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Pixie

Tiny fey, neutral good

Armor Class 15

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Sylvan

Challenge 1/4 (50 XP)

Magic Resistance. The pixie has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*

1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep*

Actions

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

Redcap

Small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d6 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +6, Perception +3

Senses darkvision 60ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks it with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

Xvart

Small humanoid (xvart), chaotic evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	8 (-1)	7 (-2)	7 (-2)

Skills Stealth +4

Senses darkvision 30ft., passive Perception 8

Languages Abyssal

Challenge 1/8 (25 XP)

Low Cunning. The xvart can take the disengage action as a bonus action on each of its turns.

Overbearing Pack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at

least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

Actions

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

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

Xvart Warlock of Raxivort

Small humanoid (xvart), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	8 (-1)	11 (+0)	12 (+1)

Skills Stealth +3

Senses darkvision 30ft., passive Perception 8

Languages Abyssal

Challenge 1 (200 XP)

Innate Spellcasting. The xvart's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *mage hand (self only)*

Spellcasting. The xvart is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *mage hand*, *minor illusion*, *poison spray*, *prestidigitation*

1st – 2nd level (2 2nd-level spell slots): *burning hands*, *expeditious retreat*, *invisibility*, *scorching ray*

Low Cunning. The xvart can take the disengage action as a bonus action on each of its turns.

Raxivort's Blessing. When the xvart reduces an enemy to 0 hit points, the xvart gains 4 temporary hit points.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

Actions

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

Green Guard Drake

Medium dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Damage Resistances poison

Senses darkvision 60ft., passive Perception 12

Languages understands Draconic but can't speak

Challenge 2 (450 XP)

Amphibious. The green guard drake can breathe air and water.

Actions

Multiattack. The green guard drake makes two attacks: one with its bite and one with its tail.

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

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

Temman Dander (Martial Arts Adept)

Small humanoid (halfling), lawful evil

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+1)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The adept makes three unarmed strikes or three dart attacks

Unarmored Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

Elk

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages --

Challenge 1/4 (50 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed a DC 13 Strength saving throw or be knocked prone.

Actions

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

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Vid (Oni)

Large Giant, lawful evil

Armor Class 16 (chain mail)

Hit Points 110 (13d10 + 39)

Speed 10 ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses darkvision 60ft., passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

**See page 16 for the changes in Vid's statistics.*

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

At will: *darkness, invisibility*

1/day each: *charm person, cone of cold, gaseous form, sleep*

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

Roc

Gargantuan Monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 20 ft., fly 120ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +3

Skills Perception +4

Senses passive Perception 14

Languages --

Challenge 11 (7,200 XP)

Keen Sight. The roc has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The roc makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until the grapple ends, the target is restrained, and the roc can't use its talons on another target.

Ragvala (Ancient Gold Dragon)

Gargantuan dragon, lawful good

Armor Class 22 (natural armor)

Hit Points 546 (16d20 + 80)

Speed 20 ft., fly 120ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	29 (+9)	18 (+4)	17 (+3)	28 (+9)

Saving Throws Dex +9, Con +16, Wis +10, Cha +16

Skills Insight +10, Perception +17, Persuasion+16, Stealth +9

Damage Immunities fire

Senses blindsight 60ft., darkvision 120ft., passive Perception 27

Languages Common, Draconic

Challenge 24 (36,500 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of its must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must make a DC 24 Strength saving throw or have disadvantage

on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Ragvala does not have the ability to Change Shape anymore.*

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back to its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

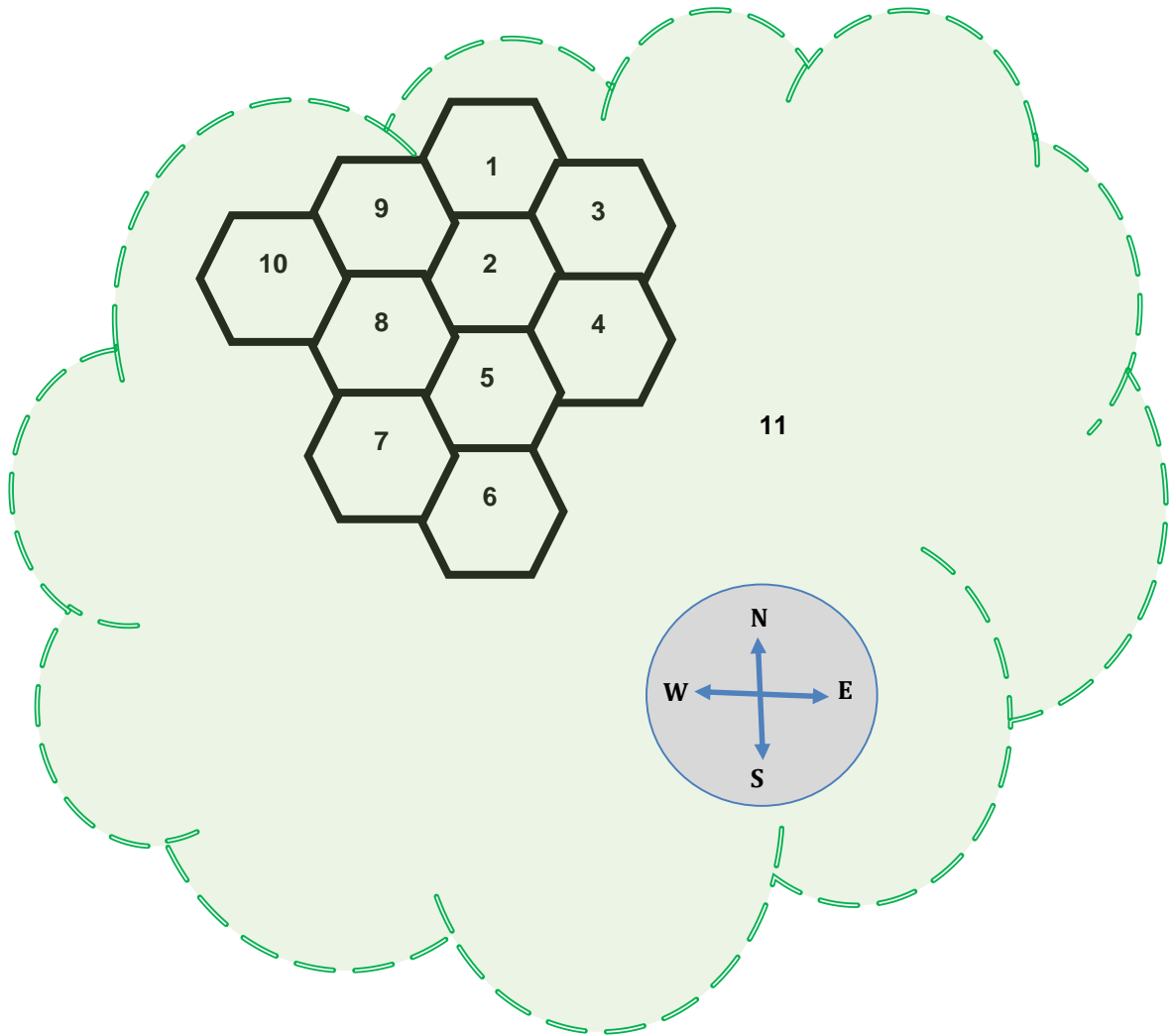
The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

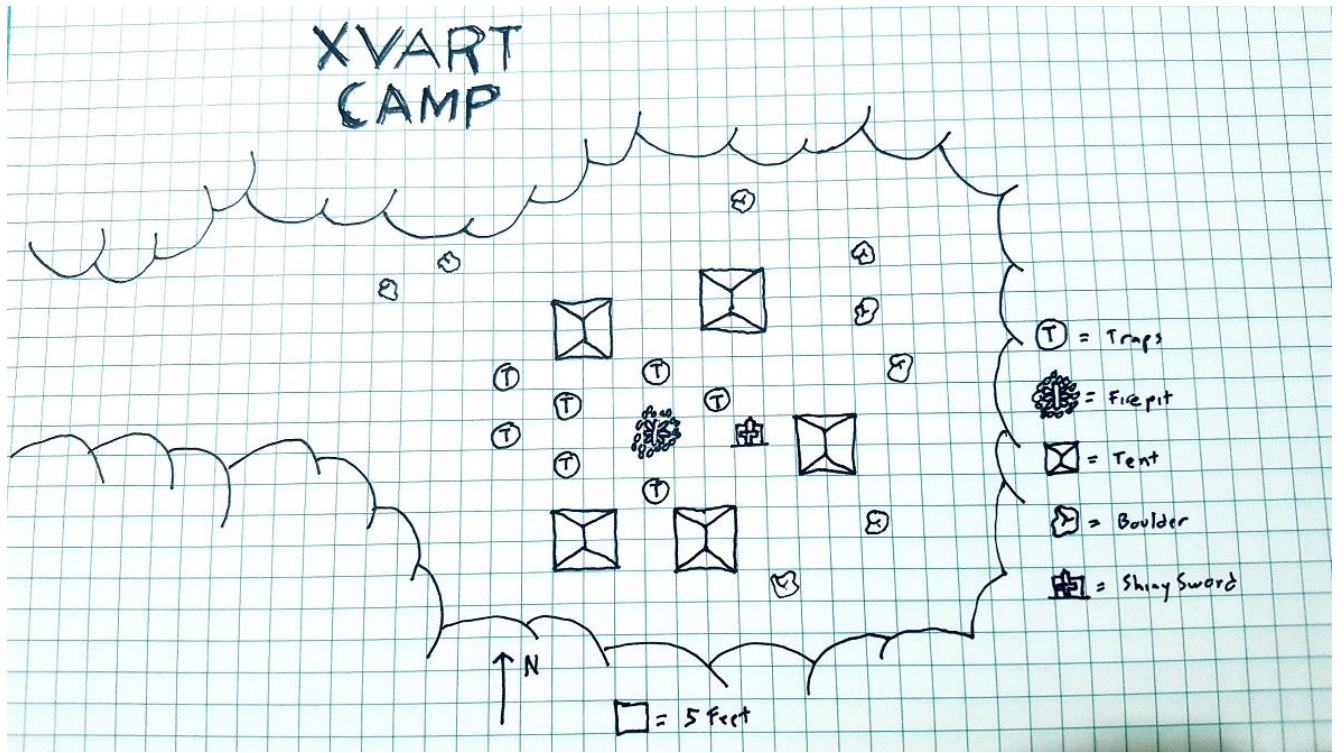
Tail Attack. The dragon makes a tail attack.

Detect. The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Appendix 1.



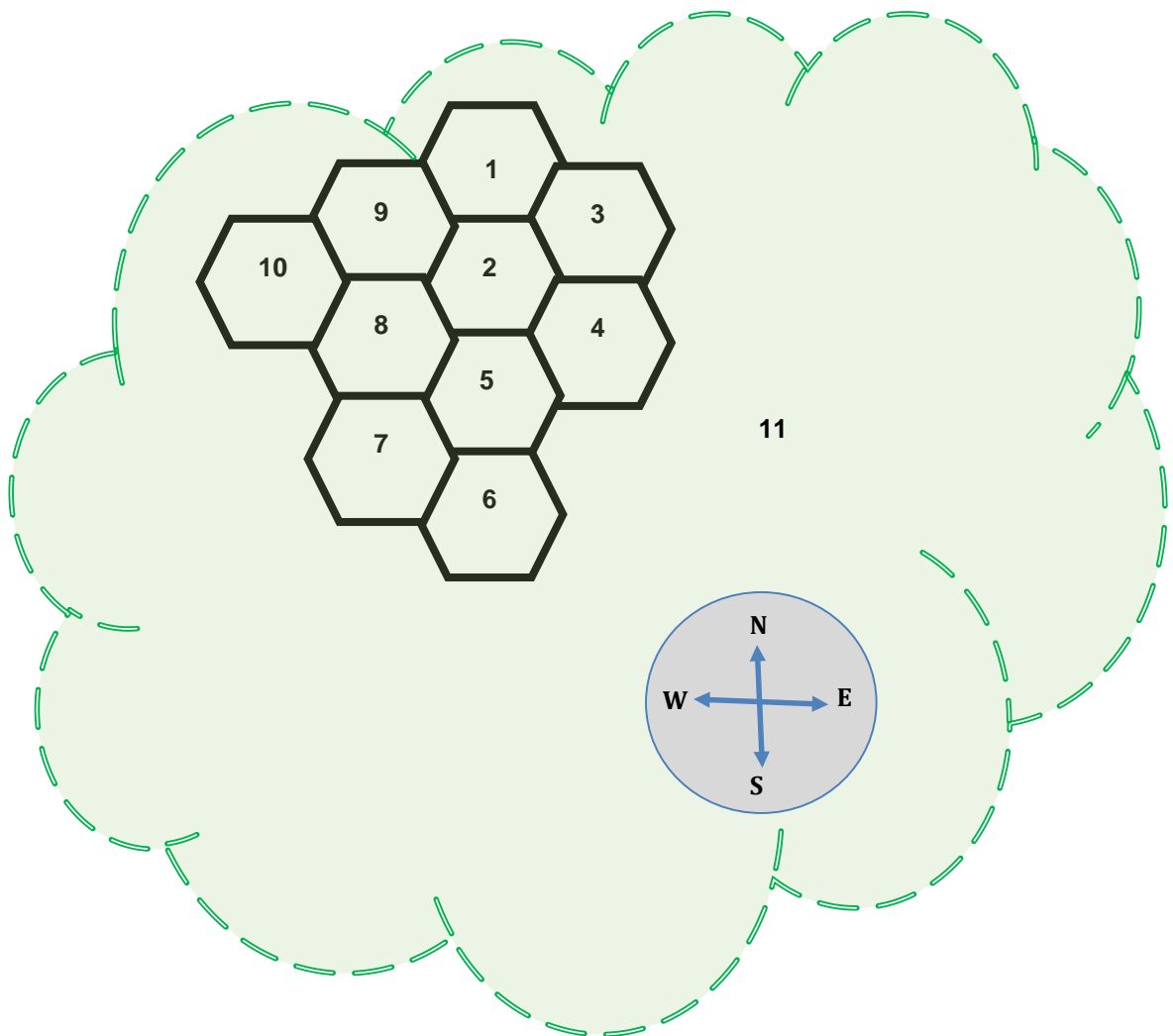
Appendix 2.



Player Handout 1.

Partial Map of the Quivering Forest

- | | | | |
|--------------------|-------------------------------|---|-----------------------|
| 1. Northern Border | 2. Rainbow Leaves | 3. Mushrooms | 4. Small Blue People |
| 5. Rest Area | 6. Dragon Dogs | 7. Gold Horn Animals | 8. Meh, Nothing There |
| 9. Rest Area | 10. Night Bear! Leave or die! | 11. Forest Magic! Do not go or will get lost! | |



Player Handout 2.

CR	Beast	Fly/Swim
0	Baboon	-
0	Badger	-
0	Cat	-
0	Deer	-
0	Hyena	-
0	Owl	Fly
1/8	Blood Hawk	Fly
1/8	Flying Snake	Fly
1/8	Giant Rat	-
1/8	Giant Weasel	-
1/8	Poisonous Snake	Swim
1/8	Mastiff	-
1/4	Boar	-
1/4	Constrictor Snake	Swim
1/4	Elk	-
1/4	Giant Badger	-
1/4	Giant Frog	Swim
1/4	Giant Lizard	-
1/4	Giant Owl	Fly
1/4	Giant Poisonous Snake	Swim
1/4	Panther	-
1/4	Wolf	-
1/2	Ape	-
1/2	Black Bear	-
1	Brown Bear	-
1	Dire Wolf	-
1	Giant Hyena	-
1	Tiger	-
2	Giant Boar	-
2	Giant Constrictor Snake	-
2	Auroch	-

*The stat blocks or these beasts can be found in *Monsters Manual* and *Volo's Guide to Monster*.

Player Handout 3. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your players, print as many as you may need to ensure that any eligible character receives a copy:

Five-Leaf Clover Initiate

A senior member of the Five-Leaf Clover has taken a liking of you and made you a junior member of their adventuring group. A magical tattoo of a five-leaf clover has been permanently placed at the back of your right hand. When you put your will to it, harmless green flame erupts from the tattoo and engulfs your hand. The flame can provide dim light within 5 feet of you.

Player Handout 4. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Dragon's Lullaby (Instrument of the Bards – Mac-Fuirmidh Cittern)

Wondrous Item, uncommon (requires attunement by a bard)

An instrument of the bards is an exquisite example of its kind, superior to an ordinary instrument in every way. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spell casting ability and spell save DC.

When you use the instrument to cast a spell that causes targets to become charmed on a failed save, the targets have disadvantage on the saving throw. This effect applies whether you are using the instrument as the source of the spell or as a spellcasting focus.

Spells: *fly, invisibility, levitate, protection from evil and good, barkskin, cure wounds, fog cloud*

In addition, the cittern is pure white in color which makes it look like its components are made from pearls. A cloud like design of Shou origin is engraved on the instrument's body, filled in light blue color, and outlined in black. When the instrument is used to cast a spell, tiny pink flower petals swirl around the caster's body as it gets blown away by a harmless gust of wind. The petals' movement matches the tempo of the music being played from the Cittern.

This item can be found in the *Dungeon Master's Guide*.