



CCC-DRUID-03



In Tents!

The Moonsea Army is all that stands between Phlan and the undead of the Necromancer Marzellus. You wait in tents, summoned for your loyalty, your bravery, your heroism, and perhaps even your gullibility.

Can you remain unflappable no matter the stakes?

A Two-Hour Adventure for Tier 1 Characters. Optimized for APL 3.

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Adventure Primer

We see yonder the beginning of the day, but I think we shall never see the end of it. Who goes there?*

Elres Larke
Order of the Gauntlet

Background

A mighty necromancer has raised an army of undead in the old **Zhentil Keep**, and several camps have settled in to oppose him. The Emerald Enclave, Harpers, Lord's Alliance, the Order of the Gauntlet, and even the Zhentarim all answered the call. You got dragged into this by one of them, and now that you're outside the ruined keep things look bad.

The Moonsea Army is led by a dragonborn Harper named **Krenez**. Word is he's holed up in the Waypoint Bindery far to the rear of the battle lines, and rumors are flying in his absence.

The necromancer, Marzellus—you heard some captain call him that—apparently isn't satisfied with laying claim to the ruined fortress. What Krenez seems worried about is that he's got a much bigger score to settle. Marzellus claims to be divine! Regardless, his undead number in the thousands, if not tens of thousands. The Moonsea Army can count barely 5000, and it could shrink if Krenez's dithering leads some to become **Dashing Defectors**. Worse yet, this evening there are reports that **(Un)deadly Assassins** creep amidst the fog that seeps from the Keep.

The rumors aren't all bad, though. **Brave Adventurers** on Marzellus' trail are expected to arrive tonight and, though they are a bit late, the region's leading **Druids** are said to be on their way with something up their homespun sleeves.

The camps have all made strong preparations. There might be time for a little respite tonight. Then again, there might not. You do want to do everything you can to ensure a victory for the factions, don't you?

* In truth, the quote belongs to Williams from Act IV, Scene 1 of Shakespeare's *Henry V*, but I've borrowed it for a Larke.

In **Appendix 1**, you'll meet quite a few **NPCs**. Don't worry! At most you will need **two** of them!

LOCATIONS:

Zhentil Keep: A wretched ruin gapes open before your encampments, its streets a labyrinth of rubble and debris. Fear those who exit. Pity those who must enter!

The Spire: That black tower sure is tall. They say Marzellus is up to something wicked in there. Maybe it's a good thing the fog obscures it now.

Waypoint Bindery: The headquarters for the Moonsea Army lies behind the tents of the Harpers. **Krenez (KREH-nezz)**, a Male dragonborn bard and former adventurer opened the Bindery as a staging point for faction activities against the Zhentil Keep.

Episodes

This adventure should take approximately two (2) hours to play, spread over three **story episodes**. The episodes are introduced by several rumors randomly distributed in the **Call to Action Episode, Rumors**. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits, or if players want a second chance to save the day.

Call to Action: Rumors. After a hard day of preparing for war, the characters settle in for the night. Each player draws 1d4 random **Rumor Slips** cut from **Appendix 4**. Players introduce their characters, share their rumors, and role-play their motivations for being here (**Loyalty, Survival, Glory, or Gold**). The players' choice of motivations and rumors in this episode determine which Rumor Track they will play.

Episode 1: Rising. The players must rise to the challenge by investigating their chosen Rumor Track (**Brave Adventurers, Dashing Defectors, Deviant Druids, or (Un)deadly Assassins**) in order to learn the reality behind their rumor (**Story Objective A**). This is primarily an exploration episode, but brief social role-play or a combat is possible. Regardless, along the way, the party earns Victory or Rout Points that influence **Bonus Objective B: Repercussions**.

Episode 2: Realities. Players continue to explore, role-play, and/or combat the realities of one (1) rumor. Success or failure here determines whether they accomplish **Story Objective B**. Doing so wins them an internal Story Award, AND earns more Victory or Rout Points. These points let the players know if they won the shorter, two hour version of the adventure, OR can influence play in **Bonus Objective B: Repercussions**.

Bonus Objectives

This adventure also includes two, 1-hour bonus objectives the characters can pursue if they have additional time—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

Bonus Objective A: Results (Appendix 5). If players were successful in the **Realities** episode, they can jump to **Results** in one of the *other* three Rumor Tracks to pursue **Bonus Objective A**.

Alternatively, if unsuccessful in the **Realities** episode, players may opt for a second chance to face the **Results** in their chosen Rumor Track. Treat this second chance at **Objective B** as a variant of **Bonus Objective A**.

Bonus Objective B: Repercussions (Appendix 6). In this optional, final episode, the characters' actions come home to roost. Army Morale is checked using the **Repercussions Tracker (Appendix 7)**, and the PCs participate in **Bonus Objective B**: either an heroic "**Rush to Victory**" in battle, **or** saving their hides from the panic caused by an "**(Un)deadly Rout!**"

Episode Sequence

While there are only three main episodes (*Rumors*, *Rising*, and *Realities*), each episode has four (4) separate Rumor Tracks that tend to follow a **Loyalty, Survival, Glory, or Gold** theme (See **Appendix 7**). Role-play in the **Call to Action Episode, Rumors**, will help you and your players determine which Rumor Track to play. There is only a short night left before battle in the morning. As the DM, you should keep players in their chosen track until they are victorious. It's *not* railroading if they chose the track, right?

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **two (2) hours**. However, if you wish, you can provide a longer, four (4) hour experience for your players (and more ACP!) by utilizing the bonus objectives.

The Fog of War

In Tents takes place in a military camp in the early morning hours before battle, and assumes that ALL of the various story lines are ongoing even as the characters pursue their chosen Rumor Track. As low-level characters, players have an option to affect one, or at most two of the pathways. What happens around them is really up to you!

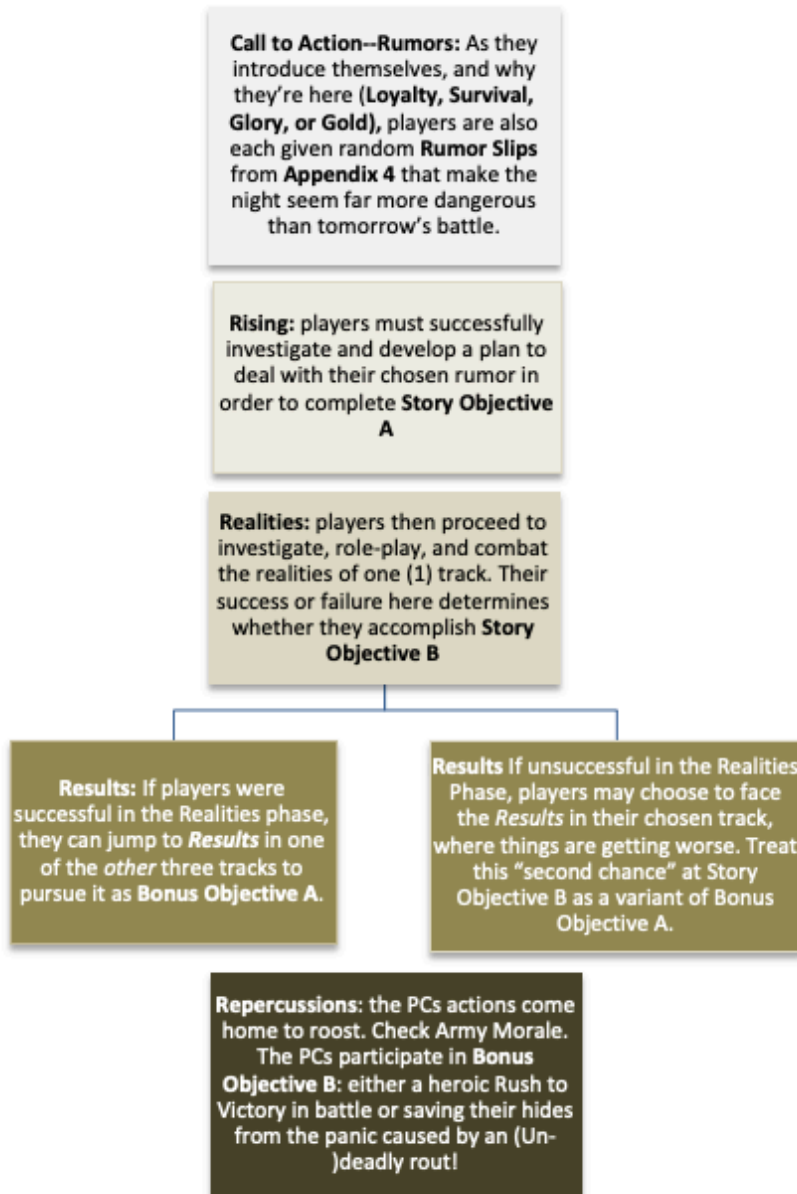
Don't be afraid to improvise! You may assume that there are other low-level characters tackling the other rumors, but players will not know what's been going on with those rumors unless they succeed in one track and jump to another as a Bonus Objective. This is part of what should make the adventure "intense." Feel free to have an NPC drop any unused rumors from **Appendix 3** while players are focused on their chosen rumor. This will create a sense of confusion and urgency. A few opportunities to do so are placed here and there in the episode text, but don't limit yourself to these.

Finally, even if they succeed in their Rumor Track, it is also perfectly fair to tell the players that the other tracks failed, and the Moonsea Army is routing. In that case, there's no hope but to play **Bonus Episode B: Repercussions** using the (Un)deadly Rout option. War is hell, and being a hero doesn't usually make it any less so! [Cue "evil DM laughter" sound track, now!]

Episode Flowchart and Rumor Tracks

The following flow chart and table provide a graphic overview of the adventure and outline the different paths that your players may take in reaching their chosen objectives.

Flowchart



In the **Call to Action: Rumors** episode the PCs will identify one track of rumors to follow across the episodes based on whether the GROUP seems to be motivated by **Loyalty, Survival, Glory, or Gold**. If there is no common motivation, you, the DM, may pick a track.

Episode/ Rumor Track	Loyalty Track: Stop the Dashing Defector(s)	Survival Track: Stop the (Un)Deadly Assassin(s)	Glory Track: Help the Devious Druids(s)	Gold Track: Help the Brave Adventurers
Objective A: Rising (50 mins)	<p>One or more of the camps could defect.</p> <p>DM picks, or randomly rolls 1d4 to determine which NPC Dashing Defector from Appendix 1 is at risk.</p> <p>PCs explore one of the camps to learn of the true Dashing Defector.</p> <p>If they fail, the Party incurs 5 Rout points.</p>	<p>(Un)deadly Assassins are using the Fog to enter the camp and kill a Dashing Defector (1-4), Deviant Druid (5-8), or Brave Adventurer (9-12). DM picks or randomly rolls 1d12 to determine which NPC from Appendix 1 is the target.</p> <p>PCs explore the camps to find the NPC before the (Un)deadly Assassins.</p> <p>If they fail, the Party incurs 5 Rout points.</p>	<p>Emerald Enclave Druids are working to weave “bits” of lore to call forth a secret weapon for Krenez.</p> <p>DM picks or randomly rolls 1d4 to determine which NPC Druid from Appendix 1 needs help.</p> <p>PCs explore the camps to find that Druid.</p> <p>If they fail, the Party incurs 5 Rout points.</p>	<p>Krenez has found brave adventurers willing to assault the Spire.</p> <p>DM picks or rolls 1d4 to determine which of the NPC Brave Adventurers from Appendix 1 the party will help.</p> <p>PCs explore the camps to find that Brave Adventurer.</p> <p>If they fail, the Party incurs 5 Rout points.</p>
Objective B: Realities (50 mins)	<p>The PCs must develop and execute a plan to stop a camp from defecting.</p> <p>If they fail, the Party incurs 5 Rout points.</p>	<p>The PCs have a chance to stop a first assassination attempt.</p> <p>If they fail, the Party incurs 5 Rout points.</p>	<p>The PCs must scout a way through the camps with their Druid while bolstering morale and defeating those who might stop them.</p> <p>If they fail, the Party incurs 5 Rout points.</p>	<p>The PCs must scout a way through the camps with their Brave Adventurer while bolstering morale and defeating those who might stop them.</p> <p>If they fail, the Party incurs 5 Rout points.</p>
*Bonus Objective A: Results (50 mins) PCs may either gain a second chance at Objective B in their chosen track, OR may tackle Objective B in another Rumor Track.	<p>The PCs must develop and execute another plan to stop a camp from defecting.</p> <p>If they fail, the Party incurs 5 Rout points.</p>	<p>The PCs have a chance to stop another assassination attempt.</p> <p>If they fail, the Party incurs 5 Rout points.</p>	<p>The PCs must scout a way through the camps with their Druid while bolstering morale and defeating those who might stop them.</p> <p>If they fail, the Party incurs 5 Rout points.</p>	<p>The PCs must scout a way through the camps with their Brave Adventurer while bolstering morale and defeating those who might stop them.</p> <p>If they fail, the Party incurs 5 Rout points.</p>
*Bonus Objective B: Repercussions (60 mins)	<p>Total the number of Victory Points and Rout Points.</p> <p>If Victory Points are greater, play Bonus Episode Scene A: Rush to Victory.</p> <p>If Rout Points are greater, play Bonus Episode Scene B: (Un)deadly Rout.</p>			

Episode 1: Call to Action (*Rumors*)

Estimated Duration: 20 Minutes

A Moment's Rest

The characters have just returned to [the camp of their choice; share **Map A** in **Appendix 3.**] at the end of a very long day. Indeed, it is nearly midnight before they get their first rest of the day! Gear clutters the area, but everyone is too hungry to care. The pot of soup on the fire smells delicious!

Adventure Hooks

Why does someone join an army? Have each player choose one of the following motivations *prior* to introducing their character:

Loyalty: You owe someone your service.

Survival: You're not sure how you got here, but you're getting out alive!

Glory: You've longed for the chance to make a name for yourself. This is it!

Gold: They promised you more loot than you can imagine when you signed up, and you can imagine a lot!

When the players are ready, have *each* roll a d4 and give them that many **Rumor Slips (Appendix 4)**.

Area Information

Weather: There is a chill in the air. Fog has started to roll out of the Zhentil Keep.

Dimensions & Terrain. Characters sit around a campfire surrounded by a ring of four (4) two-person tents—poles with large tarps—measuring 10' square. The area around the campfire is littered with supplies and equipment, making it **Difficult Terrain**.

Lighting. The area between the tents is lit only by a waning campfire, and is thus **Dim**. There is no light in the tents, unless players create it.

NPC: Mutt (MOOT)

The campsite is tended by Mutt, an old camp follower. She is a gossip-mongering **Commoner**, and exists solely so the DM has a voice for egging on certain rumors. It would be a shame if anything

happened to her, but she doesn't matter after this Episode, unless you want her to.

As the players read over their random Rumor Slips, read aloud:

When a common motivational theme emerges from

Your camp reeks of sweaty bodies tired after a long, long day's work. Mutt's soup rises above that, however, and the chill of the night. As you claim your meager fare, you and your new friends exchange a few knowing glances. Yesterday, you hardly knew these people. Tonight, nay, almost tomorrow now, you can tell there's something gnawing on everyone's mind. *Rumors about foretelling disaster!* Anxiety has gotten the best of you. What news did your friends hear while they were preparing for battle, and who are they talking about? ***Can you get it all straightened out by morning?***

the players' character introductions, begin the adventure and follow that Rumor Track.

Objectives/Goals. Players should consider their motivations (**Loyalty, Survival, Glory, or Gold**) to decide which rumor (**Brave Adventurers (NPC), (Un)deadly Assassins, Dashing Defectors (NPC), or Deviant Druids (NPC)**), they feel is most vital to the success of the Army. Once chose, they then decide what they will do to defeat or assist the rumor. Use Mutt to egg on their choices, but if they spend more than 20 minutes, they incur three (3) Rout Points on the **Repercussions Tracker (Appendix 7)**! Dawn will break soon, and with it, the battle!

Episode 2: Rising (Story Objective A)

Estimated Duration: 50 minutes

Setting Description

You've chosen to seek out the truth of a rumor in one of the camps. You arrive on one edge of that camp (see the generic Faction Camp Map in **Appendix 3B**), and must work your way through **Scenes A-C** until you learn the truth.

Story Objective A

Characters must learn the truth about a chosen rumor, i.e., they must find one of the **Brave Adventurers** or **Deviant Druids** or learn the truth about a **Dashing Defector** or **(Un)Deadly Assassin**.

Area Information

The following information is used for all scenes in this Episode.

Weather: There is a chill in the air. A **Fog** has started to creep into the camps. Place some cotton balls on the edge of the map, and expand the fog into 1d4 random squares each turn.

Dimensions & Terrain. Use the Faction Camp Map (**Appendix 3B**) regardless of which Rumor the players choose. The camp includes dozens of tents scattered with gear that makes the terrain **Difficult** going.

Lighting. The area between the tents is lit only by waning campfires, and is **Dim**. There is no light in the tents, save the HQ tent, unless players create it.

High Alert!

Everyone is on high alert. As characters move through the camp they are confronted frequently by 1d4 **Guards** who want to know their business, and will likely tell them to mind their own. If interactions between the characters and guards get tense, or too loud, call for a group Stealth Check where an average of 12 is a success. If the party fails this check, a Mob will form to settle things. Roll a d12 to determine how many are in the mob, and refer to "Handling Mobs" in *DMG* Ch. 8.

In Tents Random Mini-Encounters

No matter where the players are in the camp, there will always be tents in their vicinity. You can use folded index cards spread about randomly to indicate their position on a map. If at any time characters opt to duck into a tent, roll a d6 and play out the following. Have fun, but don't waste too much time on these mini-encounters!

d6dr	Mini-Encounter
1	A successful DC12 Medicine Check reveals 1d4 dead bodies! The Fog strikes again. Players may want to make sure these dead don't rise as Zombies .
2	A successful DC12 Medicine Check reveals 1d4 drunken "heroes." It is the eve of battle, after all.
3	This tent is empty.
4	This tent is a storage tent. Roll a d4 and the players find 1) ordinary arms 2) ordinary ammunition (i.e., bolts, arrows); 3) food rations; 4) wine and grog rations. Characters may loot at will!
5	An (Un)deadly Assassin lurks here! A Specter makes one (1) attack on a character at random. After that, <i>all</i> characters near the tent get an opportunity attack as it flees, outnumbered.
6	A successful DC12 Perception Check reveals 1-2 couples engaged in one last night of pleasure before the battle. Role-play as appropriate for your table.

Scene A. Who Goes There?

As the characters enter a camp in search of the truth about their chosen rumor, they encounter various guards like themselves, nervously waiting for the battle to be joined in a few hours.

Creatures/NPCs

Treat the NPCs the characters encounter in this scene as a **Guard**, in any random number from 1-4 **Guards**.

Objectives/Goals. Characters must work their way into their chosen camp while engaging in exploration that confirms or denies the rumors they have heard. They must do so in a way that doesn't arouse suspicion or undue attention. Failure means a **Mob** gathers around them.

What Do They Know? The **Guards** have heard rumors, too, and being humanoids, are as anxious as the player characters.

All **Persuasion** rolls made by characters who are **not** members of the **Guards'** faction are thus made with **Disadvantage**.

In general, the **Guards** know the following about the four main rumors:

- **Brave Adventurers:** there is a 30% chance the **Guards** have seen the person they seek. Add +20% for each new group of **Guards** the characters meet.
- **Dashing Defectors:** Roll a die. If ODD, the **Guards** are concerned about their leader. If EVEN, they are not. Go with the majority of the checks. If the Rumor is not true, the party may go after another **Dashing Defector** in a different camp.
- **(Un)Deadly Assassins:** The closer the characters get to the **Fog**, the more likely the **Guards** have seen someone die from it. Roll a die. If <3 they saw that person rise as a **Zombie**. If >3, they swear they saw a **Specter** in the mists. Add or subtract +1 to these rolls depending on the characters' proximity to the **Fog**.
- **Deviant Druids:** there is a 30% chance the **Guards** have seen the person they seek. Add +20% for each new group of **Guards** the characters meet.

As they work through a camp, players may rely on any combination of the three pillars of play to accomplish their objective.

Social

Characters may role-play their way through the **Guards** by offering a reason they need to see one of their chosen **NPCs**. If they do so in a way that reassures the **Guards**, they may continue on their mission. If they do so in a way that makes the **Guards** more anxious, a **Mob** will surround them.

Exploration

The characters are trying to learn whether their chosen rumor is true. This may take several visits with different groups of **Guards** at different sites within a camp. Each visit increases the likelihood of a confrontation. When the characters are successful in finding the truth of the rumor, move to the next scene.

Combat

Characters should avoid combat with **Guards** if at all possible. They're on the same side, after all! If they do opt for combat, a **Mob** joins in against them. Refer to "Handling Mobs" in *DMG* Ch. 8.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** 1d4 of the **Guards** flees (to get help)
- **Weak:** One of the **Guards** flees (to get help)
- **Strong:** A **Mob** of 1d12 **Guards** forms on Round 2 of the Combat, led by a **Rumormeister**
- **Very Strong:** A **Mob** of 1d12 **Guards** forms on Round 1 of the Combat, led by a **Hur'nwebel**.

Development: A party earns 1 Victory Point **each** time they successfully interact with or evade **Guards**. A party that provokes a **Mob** incurs three (3) Rout Points.

Scene B. You Don't Say

Once characters get a solid lead on their chosen rumor, they find the **NPC** they're looking for, or they confront the **Fog** for the first time. Neither are very happy to be disturbed!

Creatures/NPCs

Whom the characters meet will depend on their chosen rumor. They might not meet an **NPC** at all if they are exploring the **Fog**.

Objectives/Goals. Characters must convince their chosen **NPC** (**Brave Adventurer**, **Dashing Defector**, or **Deviant Druid**) to spare valuable time with them. It will not be easy to do, as the characters are lowly by comparison.

Alternatively, if they are confronting the **Fog**, characters must determine whether it is the **Fog** that is killing soldiers, or whether there is something/someone else operating within the **Fog**.

What Do The NPCs Know? Yes, the **NPCs** have heard the rumors, too, but their first instinct will be to dismiss them haughtily, or to argue nervously that: "there's plenty of time for that."

In general, the **NPCs** know the following hints about the four main rumors:

- **Brave Adventurers:** Yes, of course I'm needed, but if I'm going to put my life at risk, first I must [insert something you think appropriate for the **NPC**];
- **Dashing Defectors:** Yes, it's true I'm concerned about our odds. Why should my people suffer a bad plan?
- **(Un)deadly Assassins:** The **Fog** is killing people. Characters see the dead bodies, and may even see them rise up!
- **Deviant Druids:** Of course I'm needed, but the ritual won't work unless all of us are together. I need to find the others!

As they work through a camp, players may rely on any combination of the three pillars of play to accomplish their objective.

Social

Characters must win the trust of their chosen **NPC**. If their negotiations get tense, however, a **Mob** will surround them.

Exploration

Not all the characters need to be engaged in negotiations with their chosen **NPC**. Those who do not negotiate with the **NPC** may make active Perception or Investigation Checks around them, or related to the **Fog**. If successful, they may roll with advantage in negotiations with the **NPC**. Allow the players to be creative here— perhaps they find evidence of plans to defect lying on the **NPC's** field desk, or they notice something about the **Fog** that aids their case.

Combat

There should be no combat in this scene *unless* the party provokes a **Mob** (use the **Mob** from **Scene A**, but make it one level stronger!). If they engage the **Fog** in this scene alone, they should have their hands full, and will be lucky to escape with their lives.

Adjusting the Scene

Here are some suggestions for adjusting this scene if the party engages the **Fog**:

- **Very Weak:** The **Fog** remains stationary throughout, and only attacks if the characters enter it.
- **Weak:** The **Fog** remains stationary, but will attack characters that move adjacent to it.
- **Strong:** The **Fog** attacks the characters by expanding 1d4 squares per round toward a character as soon as the characters approach within two (2) squares of it.
- **Very Strong:** The **Fog** attacks the characters by expanding 1d4 squares toward a character as soon as the characters approach within three (3) squares of it. A **Specter** will also emerge from the **Fog**!

You might also choose to have the **Fog** drift randomly if the party engages it. If playing on a hex map, roll a d6 for direction and a d4 for drift at the start of the **Fog's** turn.

Development: A party wins 2 Victory Points if they win the trust of their **NPC**. A party incurs three (3) Rout Points if they provoke a **Mob**.

Optional Scene C., OK, Now What?

Having won the trust of an heroic NPC, or determined the truth about the **Fog**, the party may opt to rethink its plan. This optional scene allows them a few minutes to do so, but time is running out!

Creatures/NPCs

While the character's chosen **NPC** is now open to hearing ideas about how to proceed, he or she is also a headstrong, independent hero. Don't have the **NPC** go along with a plan you don't think they'd like. Make it a tense negotiation. Lives are at stake!

Objectives/Goals. Characters devise/revise a plan to help their chosen **NPC**. However, they must do so in a way that doesn't arouse suspicion or undue attention. Failure resulting in loud disagreements means a Mob gathers around them.

What Does that NPC Know? As the characters are planning their next move, an **NPC** may offer one (1) Rumor Slip from those still in the original pile. This may, or may not, help make things clearer, so use discretion before sharing the rumor.

As they work through a camp, players may rely on any combination of the three pillars of play to accomplish their objective.

Social

This scene is primarily social, and as the DM you should role-play the **NPC** in a way that makes them seem self-absorbed and self-important (as your higher Tier characters undoubtedly tend to be when you're not DM'ing!). Raise all the objections to the party's plan that you think would be appropriate to the **NPC**, and don't be afraid to disagree with them. Raise your voice, if need be. If it gets to that point, keep track of how many times the **NPC** must do so, as it will affect the Mob that will gather around them out of concern for the **NPC**.

Exploration

There should not be any need for further Exploration in this scene, but reward creativity if it occurs.

Combat

Characters should avoid combat if at all possible. If they do opt for combat with their **NPC**, a Mob will join in against them. Refer to "Handling Mobs" in *DMG* Ch. 8., but consider adjusting the scene as indicated below. After all, if the character got to an important **NPC**, there are likely other **NPCs** of note nearby.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** A Mob of 1d12 **Guards** forms the second time an **NPC** raises his or her voice in objection to the Party.
- **Weak:** A Mob of 1d12 **Guards** forms the first time an **NPC** raises his or her voice in objection to the Party.
- **Strong:** A Mob of 1d12 **Guards** forms the second time an **NPC** disagrees with the Party, led by a **Rumormeister**.
- **Very Strong:** A Mob of 1d12 **Guards** forms the first time an **NPC** disagrees with the Party, led by a **Hur'nwebel**.

Development: A party earns 2 Victory Points if they persuade the **NPC** to go along with their plan. If the party fails to persuade the **NPC**, they incur five (5) Rout Points! A party incurs three (3) additional Rout Points if they provoke a Mob.

Episode 3: Realities

Estimated Duration: 50 minutes

Setting Description

You've chosen to aid or defeat a rumor in order to influence the now immanent battle.

Story Objective B

Depending on the players' chosen rumor, the characters must either escort their **NPC (Adventurer or Druid)** to Krenz's HQ in the **Waypoint Bindery** without drawing undue attention (Exploration); rally the troops to their **Dashing Defector** (Role Play), or defeat the **(Un)deadly Assassins** (Combat) in the **Fog**.

Area Information

The following information is used for all scenes in this Episode.

Weather: There is a chill in the air, and a fog has started to creep into the camps. Place some cotton balls on the edge of the map, and expand the fog into 1d4 random squares each turn.

Dimensions & Terrain. Use the Faction Camp Map regardless of which Rumor the players choose. The camp includes dozens of tents scattered with gear that makes the terrain **Difficult** going.

Lighting. The area between the tents is lit only by waning campfires, and is **Dim**. There is no light in the tents, save the HQ tent, unless players create it.

High Alert!

Everyone is on high alert. As characters move through the camp they are confronted frequently by 1d4 **Guards** who want to know their business, and will likely tell them to mind their own. If interactions between the characters and guards get tense, or too loud, call for a group **Stealth Check** where an average of 12 is a success. If the party fails this check, a **Mob** will form to settle things. Roll a d12 to determine how many are in the mob, and refer to "Handling Mobs" in *DMG* Ch. 8.

In Tents Random Mini-Encounters

No matter where the players are, there will always be others in their vicinity. As they work to resolve the Realities in this episode, a larger crowd may be an obstacle. As characters move across the camp, roll a d6dr on the following table as often as you like!

Subtract one (1) for **each** if the party is using **Stealth**, **Deception**, or **Disguise**. If they use bright light, or make a lot of noise, add one (1). Nothing happens on a zero or less.

d6dr	Mini-Encounter
1	Guards. Characters must deal with Guards in the area as in Episode 1.
2	Band-wagoning! A Mob flocks to the NPC the characters are escorting, drawing unwanted attention. If the characters cannot dispel them with successful Persuasion Checks (DC13) , they incur one (1) Rout Point.
3	Pickpockets! Players roll opposed Perception Checks vs. NPC Sleight of Hand Checks . If the pickpockets win, "steal" an item from characters who fail. The pickpocket who robbed them then disappears in the crowd.
4	Old friends! A member of the camp recognizes the NPC the players are escorting, drawing unwanted attention. If the PCs cannot break up the reunion with role-play Persuasion Checks (DC13) , they incur one (1) Rout Point.
5	The Fog has killed people in this area! The survivors are begging for help to prevent the dead from rising against them.
6	An (Un)deadly Assassin strikes! A Deathlock makes two attacks on an NPC the characters are escorting. Then <i>all</i> characters get an opportunity attack as it flees, out-numbered.

Scene A. No Plan Survives First Contact (NPC)

In this scene, characters complete **Story Objective B** by helping an **NPC**. However, the DM may use the **(Un)deadly Assassins** from the next scene IF they wish to make this scene more difficult for the players.

Prerequisites

Players **MUST** have learned the truth of their chosen rumor in order to address the reality of that rumor. If they did not, consider giving them one last chance using **Bonus Objective A (Appendix 5)**.

Story Objective B

IF players learned the truth of their rumor, they must aid or defeat the reality of that rumor.

Creatures/NPCs

The **NPC** will go along with the plan worked out in **Episode 1, Scene C**, but is also a headstrong hero who will defect from the plan if it is not working. People along the way may also distract the **NPC**. Role-play as appropriate for that **NPC**.

Objectives/Goals. IF players have chosen to aid an **NPC**, they must either get that **Brave Adventurer** or **Deviant Druid** to Krenetz's HQ in the Waypoint Bindery, or help a **Dashing Defector** rally their troops for battle. However, the objective must be pursued in a way that doesn't arouse suspicion or attention. Failure means a Mob gathers around them.

What Does He Know? The **NPC** joins the party in their efforts. You, the DM, will role-play this **NPC** in a way you deem appropriate. Use the **NPC's** combat abilities as a means of last resort, and do **NOT** let the **NPC** win the scene for the players! If that happens, the players have failed!

As they work through a camp, players may rely on any combination of the three pillars of play to accomplish their objective.

Social

If a Mob forms, the players could resolve the situation with role-play.

Exploration

This scene focuses on the characters' plan to get their chosen **NPC** to Krenetz's HQ. Use the **Mini-Encounter Table**, (above, p. 12). Success will allow the players to get their **NPC** to Krenetz's HQ. Failure results in a Mob, and the **NPC** is delayed in a way that affects Development in this Scene.

Combat

There should be no combat unless a Mob forms as a result of their plan.

Adjusting the Scene

Here are some suggestions for adjusting this scene if a Mob forms

Here are some suggestions for adjusting this scene:

- **Very Weak:** A Mob of 1d12 **Guards** forms the second time an **NPC** raises his or her voice in objection to the Party.
- **Weak:** A Mob of 1d12 **Guards** forms the first time an **NPC** raises his or her voice in objection to the Party.
- **Strong:** A Mob of 1d12 **Guards** forms the second time an **NPC** disagrees with the Party, led by a **Rumormeister**.
- **Very Strong:** A Mob of 1d12 **Guards** form the first time an **NPC** disagrees with the Party, led by a **Hur'nwebel**. Alternatively, have a **Shadow Assassin** jump the party to get at their **NPC** if you really want to bring the pain.

Development: A party wins three (3) Victory Points if they get their **NPC** to Krenetz's HQ. If they fail (with or without the help of the **NPC**), they incur five (5) Rout Points! A party also incurs three (3) Rout Points if they provoke a Mob.

Treasure & Rewards

IF the characters are successful in this Scene, award one (1) of the **Magic Item Unlocks** as a "gift" depending on which **NPC** they helped, and the **Adventure Story Award** at the end of the adventure

Scene B. No Plan Survives First Contact ((Un)deadly Assassins)

In this scene, characters complete **Story Objective B** by defeating the **((Un)deadly Assassins)**. This Scene is not used if players are not pursuing that “Rumor Track.” However, the DM may use the **((Un)deadly Assassins)** from this scene IF they wish to make Scene A more difficult for the players.

Prerequisites

Players **MUST** have discerned the truth of this rumor—that there are **((Un)deadly Assassins)** lurking in the Fog—in order to address the reality of that rumor. If they did not, consider giving them one last chance using **Bonus Objective A (Appendix 5)**.

Story Objective B

IF players got to the truth of their chosen rumor, they must defeat the **((Un)deadly Assassins)** in the **Fog**.

Creatures/NPCs

The **Fog** will not attack the PCs unless they get within ten feet of it. However, the **((Un)deadly Assassins)** *may* attack the PCs if they get near the **Fog**.

Objectives/Goals. The players must attack the **((Un)deadly Assassins)** in the **Fog**, in order to succeed. However, the objective must be pursued in a way that doesn’t arouse suspicion or attention. Failure means a Mob gathers around them, and may attempt to “sacrifice” them to the **Fog** to solve their suspicions!

What Does He Know? The **((Un)deadly Assassins)** are focused on one of the more important **NPCs** and would prefer to flee rather than be defeated (obviously!). The players’ plan should take this into account, and should deny an escape route. If the **((Un)deadly Assassins)** escape, the players fail.

As they work through a camp, players may rely on any combination of the three pillars of play to accomplish their objective.

Social

If a Mob forms, the players should attempt to resolve the situation with role-play.

Exploration

Players should explore the terrain in order to deploy so as to deny the **((Un)deadly Assassins)** an escape route.

Combat

This scene is the characters’ chance to combat the **((Un)deadly Assassins)**.

Adjusting the Scene

Here are some suggestions for adjusting this scene if a Mob forms

- **Very Weak:** Use only the **Fog** and one **Specter**.
- **Weak:** Use only the **Fog** and two (2) **Specters**.
- **Strong:** The **Fog** expands 1d4 squares toward the characters as soon as the characters approach within ten feet of it. Two (2) **Specters**, and the **Deathlock** lurk within waiting to strike.
- **Very Strong, including if an NPC is present:** The **Fog** expands 1d4 squares toward the characters as soon as the characters approach within 20’ of it. A **Shadow Assassin** lurks within, waiting to strike at an **NPC**.

Development: A party wins five (5) Victory Points if they defeat the **((Un)deadly Assassins)**. If they fail, they incur five (5) Rout Points! A party also incurs three (3) Rout Points if it provokes a Mob.

Treasure & Rewards

If the characters are successful in this Scene, award the **Magic Item Unlock** from the **((Un)deadly Assassins)**, and the **Adventure Story Award**.

Wrap-Up: Concluding the Adventure

If players stop here, calculate their Victory or Rout Points using the **Repercussions Tracker (Appendix 7)**. Let them know if they saved the Moonsea Army, or contributed to its demise. If they choose to go on to the Bonus Episodes, **don’t** share how it’s going. Keep it “intense!”

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments, as follows:

Advancement and Treasure Checkpoints

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for **each story objective** that they complete, as follows:

- **Story Objective A:** Players get to the truth of their chosen rumor.
- **Story Objective B:** Players aid or defeat their chosen rumor.

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Get to the truth of and aid or defeat a rumor they failed to address in **Story Objective B**, OR get to the truth of and aid or defeat an additional rumor.
- **Bonus Objective B:** Survive the “Heroic Rush to Victory” or the “(Un)deadly Rout!”

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure unlock the following depending on which **NPC(s)** they helped, or which Monsters they defeated:

Brave Adventurer: Lantern of Revealing (Uncommon)

This lantern belonged to a vampire hunter known to the **Brave Adventurer** in times past. It burns olive oil, and has a little basket above the flame for roasting garlic. Bella!

Dashing Defector: Veteran’s Cane (Common)

This sword cane belonged to the **Dashing Defector** characters prevented from defecting. The handle has that faction’s crest.

Deviant Druid: Potion of Greater Healing (Uncommon)

Though the vial seems rather archaic, sniffing the potion seems to indicate it has not yet passed its expiration date.

(Un)deadly Assassin: Walloping Ammunition (1-Common)

This **arrow** has a broad, blunt point shaped like a mailed fist, a prize for service faithful to the Order of the Gauntlet.

Story Awards

If players succeed with **Story Objective B**, their characters gain

- **Adventure Story Award—Rising Hero.** Your name travels ahead of you, resulting in favorable treatment in your **FIRST** reactions with strangers in the Moonsea region. More information can be found in **Appendix 8**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure’s **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the *ALDMG (Adventurers League Dungeon Master’s Guide)* for more information about DM Quests.

Appendix 1: NPCs

Part of what makes this adventure intense is that it has a lot of possibilities depending on what rumors the players find interesting. Don't let that feel too intense for you as the DM! See it as an opportunity for you to run this adventure many times over and play a different **NPC** every time!

The **NPCs** come in three categories, **Brave Adventurers, Dashing Defectors, and Deviant Druids**. Players may be drawn to a category ("We must stop the defectors!") or to a particular adventurer (Let's meet Roger D'Ounne and get famous!). Once they've chosen, that character is your **NPC** to role-play based on your interpretation.

If you like, you can create a character sheet for that **NPC** while the players are debating their plan. Use **D&D Beyond** or any other number of quick-character creation tools online. This basically gives you the chance to run a character in the adventure, without seeing it killed in the end.

The **NPCs** should *never* fight the player characters. If the player characters try, the **NPCs** will just turn and walk away as they are more than a match for what the players can handle with Tier 1 characters.

Neither are the **NPCs** meant to help the players mechanically (save in an emergency). Instead, the **NPCs** provide you, the DM, with a haughty, over-the-top opportunity to role play these prima donnas, much as you might end up role-playing your own high level characters. No **NPC** at this level would join a fight that is "beneath them" unless their own life is at stake, and may even mock characters that aren't up to the challenge of escorting them. **If an NPC has to save the characters, the players have failed to achieve their objective!**

Brave Adventurers

Characters may have heard rumors about all four, but will likely only interact with one (1). If they dither, roll a d4.

Maad Maggotbreath (MAHD) A female Half-Orc **Champion** who wields a mighty greatsword; her breath may kill you first. She has a temper to match her name, but her anger can be managed if you keep her well-fed with rotten meat—the more maggot-ridden the better! Quote: *"Tastes like week old chicken!"*

Nahjuat (Nah-what) A Yuan-Ti Pureblood **Diviner** who thinks he has seen it all. Maybe he has! Nahjuat is known to change the events around him like snakes change skin. He is certain—he would say infallible—regarding his visions, and as such will never slink away from trouble. Quote: *"Isss that really all you sssee?"*

Isopheelia (EYE-so-feel-yah) A noble female Aquatic Elf who abandoned her underwater life to escape a bad marriage. Now a swift-tongued **Assassin**, she's as quick to point out others' flaws as she is to cut them down with her swords. Quote: *"Is that ALL you've got?"*

Roger D'Ounne (RODJ-er DOON) Darker and sneakier than most Halflings, Roger is a frisky **Bard** whose skills on the lute are matched by his pluck with a bow. He tends to sing about those he meets, so every adventurer within ten miles wants on his bandwagon. Quote: *"You're just another cock-robbin, a sighin' and a sobbin'."*

Dashing Defectors

Characters may have heard rumors about all four, but will only interact with the one (1). If they dither, roll a d4.

Serie Mithrime (SEAR-ee MITH-rime). The leader of the Emerald Enclave is a female half-elf **Enchanter**. Aloof and detached, she was promised "reinforcements" from a Druid Circle in Yulash, but these have not arrived. She fears she cannot hold without them. Quote: *"These deviant druids will surely be our defeat."*

Minain Firebeard (Mih-NANE) The leader of the Lord's Alliance is an excitable male dwarf **Champion**. Young for this honor, he's likely to become ensnared in the rumors afoot more easily than most (Characters make Charisma checks with him at **Disadvantage**). If spooked, he'll bolt. Quote: *"Does ya think it coulda be true?"*

Elres Larke (EL-raze LARK). The leader of the Order of the Gauntlet is an aged human **Champion** with thinning white hair and not a few close, handsome aides. Hardly his first battle, he knows when he is outnumbered, and guesses he is. If proved right, he knows discretion is the better part of valor. Quote: *"I didn't rise to my position by rolling the dice!"*

Karrin Tragidore (CAR-rin TRAG-e-door)

The leader of the Zhentarim is an **Enchanter**; a human woman in a black silk robe worked with deep purple gems. She watched as the **Fog** transformed dozens of her Zhentarim soldiers into undead. She is concerned she may have to pull her forces back from the wall to preserve them. Quote: *“My job is to lure the living, not the dead!”*

Deviant Druids

Characters may have heard rumors about all four, but will only interact with the one (1). If they dither, roll a d4 .

Yavendel (YA-ven-del)—A Female Gnome **Druid** living on the outskirts of Mulmaster. Urbane for a druid, she seems to have connections with everyone and simply must stop to catch up with them! Quote: *“My dear, it’s been too long! We simply must catch up.”*

Ilasera (ee-la-SAR-ah) – An auburn-haired, olive-skinned female Half-Elf **Druid** clad in robes of the autumn maple. She HATES people! Preferring animals and plants, she is horrified to see both trampled down by this army and will want to offer aid whenever she can. Quote: *“Oh that poor creature! Someone must do something, and I, I AM someone!”*

Dreena Dellmon (DREE-na DEL-mohn) A tan-skinned female human **Druid** with two different colored eyes; she’s twin-spirited to match. She was summoned down from the Savage Frontier in the north in order to assist the Emerald Enclave, but finds this camp a little too closed in for her liking. Quote: *“Do you have to stand so close to us?”*

Mourntarn (MORN-Tarn) – Is a male human **Druid** from the south answering the call of his friends in the Enclave. He is a middle-aged man with a dark, rock-like cloak and face, the latter clouded even more by his serious skepticism. Quote: *“Well I suppose I could, but I don’t know what good it will do.”*

Note: the druids are largely “deviant” because they are late, but you can play them any way you like!

Appendix 2: Creature Statistics

Assassin

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws DEX +6, INT +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances Poison

Senses Passive Perception 13

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Bard (Davil Starsong)

Medium humanoid (any race), neutral

Armor Class 15 (Chain Shirt)

Hit Points 82(15d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws DEX +5, CHA +6

Skills Arcana +6, History +6, Insight +4, Perception +4, Performance +6

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Draconic, Dwarvish, Elvish

Challenge 6 (2,300 XP)

Fey Ancestry. Davil has advantage on saving throws against being charmed, and magic can't put him to sleep.

Spellcasting. Davil is a 12th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *mage hand, mending, minor illusion, vicious mockery*

1st level (4 slots): *cure wounds, disguise self, sleep*

2nd level (3 slots): *crown of*

madness, invisibility, suggestion

3rd level (3 slots): *nondetection, sending, tongues*

4th level (3 slots): *compulsion, freedom of*

movement, polymorph

5th level (2 slots): *dominate person, greater restoration*

6th level (1 slot): *Otto's irresistible dance*

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

For the purposes of this adventure, the **Bard** is a Halfling. Replace **Fey Ancestry** and **Dagger** with:

- **Lucky.** When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.
- **Short bow.** Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Davil Starsong appears in Waterdeep: Dragon Heist

Champion

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws STR +9, CON +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses Passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

Actions

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 0 (10 XP)

Deathlock

Medium humanoid (any race), any alignment

Armor Class 12 (15 with Mage Armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

Saving Throws INT +4, CHA +9

Skills Arcana +4, History +4

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 11

Languages the languages it knew in life

Challenge 4 (1,100 XP)

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

At will: detect magic, disguise self, mage armor

Spellcasting. The deathlock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 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): *chill touch*, *eldritch blast*, *mage hand*

1st–3rd level (2 3rd-level slots): *arms of Hadar*, *dispel magic*, *hold person*, *hunger of Hadar*, *invisibility*, *spider climb*

Turn Resistance. The Deathlock has advantage on saving throws against any effect that turns undead.

Actions

Deathly Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage.

Diviner

Medium humanoid (any race), any alignment

Armor Class 12 (15 with Mage Armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	18 (+4)	12 (+1)	11 (+0)

Saving Throws INT +7, WIS +4

Skills Arcana +7, History +7

Senses Passive Perception 11
Languages any four languages
Challenge 8 (3,900 XP)

Spellcasting. The diviner is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The diviner has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, message, true strike*
1st level (4 slots): *detect magic, * feather fall, mage armor*
2nd level (3 slots): *detect thoughts, * locate object, * scorching ray*
3rd level (3 slots): *clairvoyance, * fly, fireball*
4th level (3 slots): *arcane eye, * ice storm, stoneskin*
5th level (2 slots): *Rary's telepathic bond, * scrying*
6th level (1 slot): *mass suggestion, true seeing**
7th level (1 slot): *delayed blast fireball, teleport*
8th level (1 slot): *maze*
*Divination spell of 1st level or higher

Portent (Recharges after the Diviner Casts a Divination Spell of 1st Level or Higher). When the diviner or a creature it can see makes an attack roll, a saving throw, or an ability check, the diviner can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

Druid (Elizar Dryflagon)

Medium humanoid (any race), any alignment

Armor Class 14 (hide)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	11 (+0)	18 (+4)	10 (+0)

Skills Arcana +3, Deception +3
Senses Passive Perception 14
Languages Common, Druidic
Challenge 5 (1,800 XP)

Spellcasting. The Druid is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit

with spell attacks). They have the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, poison spray, produce flame*
1st level (4 slots): *animal friendship, faerie fire, healing word, jump, thunderwave*
2nd level (3 slots): *flame blade, spike growth*
3rd level (3 slots): *dispel magic, stinking cloud*
4th level (2 slots): *blight, wall of fire*

Summon Mephits (Recharges after a Long Rest). The Druid can use an action to cast *conjure minor elementals*. If they do so, they summon four smoke mephits.

Elizar Dryflagon appears in Princes of the Apocalypse

Actions

+1 Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Enchanter

Medium humanoid (any race), any alignment

Armor Class 12 (15 with Mage Armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws INT +6, WIS +4

Skills Arcana +6, History +6

Senses Passive Perception 11

Languages any four languages

Challenge 5 (1,800 XP)

Spellcasting. The enchanter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The enchanter has the following wizard spells prepared:

Cantrips (at will): *friends, mage hand, mending, message*
1st level (4 slots): *charm person, * mage armor, magic missile*
2nd level (3 slots): *hold person, * invisibility, suggestion**
3rd level (3 slots): *fireball, haste, tongues*
4th level (3 slots): *dominate beast, * stoneskin*
5th level (2 slots): *hold monster**

*Enchantment spell of 1st level or higher

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

Reactions

Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1st Level or Higher). The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The enchanter must decide to do so before the attack hits or misses.

The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the enchanter or itself. If multiple creatures are closest, the attacker chooses which one to target.

Fog (Vampiric Mist)

Medium undead, chaotic evil

Armor Class 13

Hit Points 30 (4d8 + 12)

Speed 0 ft. (fly 30 ft., hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Saving Throws WIS +3

Damage Resistances Acid, Cold, Lightning, Necrotic, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition

Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Passive Perception 11

Languages –

Challenge 3 (700 XP)

Actions

Life Drain. The mist touches one creature in its space. The target must succeed on a DC 13 Constitution saving throw (undead and constructs automatically succeed), or it takes 10 (2d6 + 3) necrotic damage, the mist regains 10 hit points, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Guard

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Hur'nwebel (Thug)

Medium humanoid (any race), any alignment

Armor Class 11 (Leather Armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge ½ (100 XP)

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

Actions

Multiattack. The Hur'nwebel makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Hur'nwebeln (*Hoorn-WAY-bulln*) back up Guards or Rumormeisters to quell rumors in a military camp.

Rumormeister (*Lord's Alliance Guard*)

Medium humanoid, chaotic good

Armor Class 16 (Chain shirt, shield)

Hit Points 11 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Damage Resistances Poison

Senses Dark Vision 60 ft., Passive Perception 12

Languages Common, Dwarvish

Challenge ¼ (50 XP)

Actions

Halberd. *Melee Weapon Attack:* +4 to hit, reach 10 ft.

Hit: 7 (1d10+2) slashing damage.

Rumormeisters (*roo-mor-MY-sters*) are halberd-wielding dwarf toughs who move through camps quelling rumors among the camp followers.

Shadow Assassin

Medium undead, chaotic evil

Armor Class 14 (leather)

Hit Points 78 (12d8 +24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	14 (+2)	13 (+1)	12 (+1)	14 (+2)

Saving Throws DEX +8, INT +5

Skills Perception +9, Stealth +12

Damage Vulnerabilities Radiant

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition

Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Dark Vision 60 ft., Passive Perception 19

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

Challenge 9 (5,000 xp)

Amorphous. The assassin can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the assassin can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the assassin has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Multiattack. The assassin makes two Shadow Blade attacks.

Shadow Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. Unless the target is immune to necrotic damage, the target's Strength score is reduced by 1d4 each time it is hit by this attack. The target dies if its Strength is reduced to 0. The reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow (see the *Monster Manual*) rises from the corpse 1d4 hours later.

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 Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 9

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

Challenge ¼ (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, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8+0)

Speed 0ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition

Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

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

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 8

Languages Understands the languages of its creator but can't speak

Challenge ¼ (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

Appendix 3: Map A, The Faction Encampments



Appendix 3: Map B, Generic Camp Map



Appendix 4: Rumor Slips

At the beginning of the *Call To Action: Rumors* episode, players roll a d4 and receive that number of **Rumor Slips** for their characters. Pre-cut the **Rumor Slips** on the next four pages so players may draw randomly from a pile.

Category	Rumor Description
Brave Adventurers!	Brave Adventurers were on the Necromancer Marzellus' trail before the fog rose up and scattered them throughout the camps.
Brave Adventurers!	The Champion, Maad Maggotbreath, was spotted in the Zhentarim camp. It had to be her; you can't miss that stench!
Brave Adventurers!	The Diviner, Najhuat, was spotted in the Lord's Alliance Camp. You can't miss him, but if you do, he'll see you!
Brave Adventurers!	The Brave Adventurer, Roger D'Ounne was last seen in the Harper's camp with several "band-wagoners" in tow.
Brave Adventurers!	Krenez's loyal Assassin, Isopheelia, is said to have docked her ship in the river near the Emerald Enclave camp.
Brave Adventurers!	Marzellus' (un)deadly assassins are after the Brave Adventurers. They need to get to Krenez before one of them gets killed.
Brave Adventurers!	Krenez needs the Brave Adventurers to reassemble at the Bindery as soon as possible.

Category	Rumor Description
Dashing Defectors!	The fog has killed so many of Karrin Tragidore's Zhentarim that she's ordered her pickets in. She may be preparing to pull up and leave.
Dashing Defectors!	Lady Serie Mihrime, the leader of the Emerald Enclave, was promised support from several leading druids. They haven't shown up, and she may not wait for them!
Dashing Defectors!	Minain Firebeard, the young dwarf Champion leading the Lord's Alliance, is in over his head. There are those in his camp plotting to withdraw before battle is joined.
Dashing Defectors!	Lord Elres Larke has seen many a battle with the Order of the Gauntlet, but he doesn't like the odds here. It's said he doesn't want to stay and fight when others might defect.
Dashing Defectors!	Commander Krenez is betting everything on sneaking his "Brave Adventurers" into the Keep, but if they fail, some camps may defect before battle is joined.
Dashing Defectors!	Commander Krenez is betting everything on sneaking his "Brave Adventurers" into the Keep, but if they fail, some camps may defect before battle is joined.
Dashing Defectors!	Karrin Tragidore is an Enchanter not to be trusted despite her 'close' ties to Krenez. Her loyalty is to the Zhentarim, and isn't it the Zhentarim who are attacking out of the fog?

Category	Rumor Description
(Un)deadly Assassins!!	Since the fog started to rise from the Keep, guards are finding dead bodies in its wake. They don't stay dead for long, though.
(Un)deadly Assassins!!	One of the guards told you he watched the fog swallow a friend.
(Un)deadly Assassins!!	One of the guards told you he watched the fog pass over a friend, who turned into a zombie.
(Un)deadly Assassins!!	Some say the fog is a smoke screen to help the Necromancer Marzellus' undead infiltrate the Moonsea Army!
(Un)deadly Assassins!!	One of the mounted troopers told you his horse spooks whenever he gets too close to the fog. The animals know what's what!
(Un)deadly Assassins!!	Undead soldiers aren't the only undead in that fog! The enemy is already on the move!
(Un)deadly Assassins!!	Marzellus the Necromancer has raised all the dead Zhents of the Keep, and their captains are coming for our leaders! We'll be a disorganized mob come morning.

Category	Rumor Description
Deviant Druids!	The fog is making it difficult and dangerous for anyone to find their way around the camps—even powerful druids. They need an escort.
Deviant Druids!	Lady Serie Mihrime, the leader of the Emerald Enclave, was promised support from several leading druids, but they haven't shown up.
Deviant Druids!	A great druid named Yavendel is said to have crossed the picket lines of the Lord's Alliance camp, and is chatting away while waiting for the others.
Deviant Druids!	A great druid named Ilasera is said to have crossed the picket lines of the Order of the Gauntlet camp and is angrily demanding an escort.
Deviant Druids!	A renowned druid named Dreena Dellmon is said to have crossed the picket lines of the Emerald Enclave camp, then gone back into the woods until she can connect with another Druid, Serie Mihrime, alone.
Deviant Druids!	A grumpy druid named Mourtarn is rumored to have been detained. Seems the Zhentarim want his help with the mysterious fog.
Deviant Druids!	The fog is making it difficult and dangerous for anyone to find their way around the camps—even powerful druids. They need an escort.

Appendix 5: Results (Bonus Objective A)

Estimated Duration: 50 minutes

Setting Description

Depending on how it's going, players may need to make a second attempt at their chosen *Reality* (if unsuccessful), or they may jump to one of the other three **Rumor Tracks** if they succeeded with the first.

Story Objective B, Take 2

Depending on their chosen rumor, the characters must either escort their **NPC** through the other camps to Krenez's HQ in the Waypoint Bindery without drawing undue attention (Exploration); rally the troops to their **Dashing Defector NPC** (Role Play), or defeat the **"(Un)deadly Assassin** (Combat) in the **Fog**.

Area Information

The following information is used for all scenes in this Episode.

Weather: There is a chill in the air, and a fog has started to creep into the camps. Place some cotton balls on the edge of the map, and expand the fog into 1d4 random squares each turn.

Dimensions & Terrain. Use the Faction Camp Map regardless of which Rumor the players choose. The camp includes dozens of tents scattered with gear that makes the terrain *difficult* going.

Lighting. The area between the tents is lit only by waning campfires, and is *dim*. There is no light in the tents, save the HQ tent, unless players create it.

High Alert!

Every one is on high alert. As characters move through the camp they are confronted frequently by 1d4 **Guards** who want to know their business, and will likely tell them to mind their own. If interactions between the characters and guards get tense, or too loud, call for a group Stealth Check where an average of 12 is a success. If the party fails this check, a Mob will form to settle things. Roll a d12 to determine how many are in the Mob, and refer to "Handling Mobs" in *DMG* Ch. 8.

In Tents Random Mini-Encounters

No matter where the players are, there will always be a crowd in their vicinity. As they work to resolve the realities in this episode, that crowd may be an obstacle. As characters move across the camp, roll the following as often as you like!

If the party is using Stealth, Deception, or Disguise, subtract one (1) for *each* from the d6dr. A d6dr of zero (0) means nothing happens.

d6dr	Mini-Encounter
1	Guards. Characters must deal with Guards in the area as in Episode 1.
2	Band-wagoning! A Mob flocks to the NPC the players are escorting, drawing unwanted attention. If the characters cannot dispel the Mob with successful Persuasion Checks (DC13) , they incur one (1) Rout Point.
3	Pick-pockets! Players roll Perception Checks vs. NPC Sleight of Hand Checks . If the pick-pockets win, "steal" an item from characters who fail. The pick-pockets then disappear into the crowd.
4	Old friends! A member of the crowd recognizes the NPC the players are escorting, drawing unwanted attention. If the PCs cannot break up the re-union with successful Persuasion Checks (DC13) , they incur one (1) Rout Point.
5	The Fog has killed people in this area! The survivors are begging for help to prevent the dead from rising, but 1d3 do rise as Zombies!
6	An (Un)deadly Assassin strikes! The Shadow Assassin makes one surprise attack on an NPC the characters are escorting. After that, <i>all</i> characters get an opportunity attack as it flees, out-numbered.

Appendix 6: Repercussions (Bonus Objective B)

Setting Description

In this bonus objective, battle is joined. How the battle goes will depend on the ratio of Victory to Rout points tallied prior to playing this Bonus Episode. A positive ratio means the players join the “Rush to Victory!” A negative ratio means the players must survive the “(Un)deadly Rout.”

Bonus Objective B

Characters must fight in the battle, either joining the “Rush to Victory,” or running for their lives in the “(Un)deadly Rout.”

Area Information

The following information is used for all scenes in this Episode.

Weather: There is a chill in the air, and a fog has started to creep into the camps. Place some cotton balls on the map, and expand the fog into 1d4 random squares each turn.

Dimensions & Terrain. Use an open space map, decorated with rubble on one end but otherwise open ground. The open ground is scattered with bodies and cast off weapons, all of which makes the terrain *difficult* going.

Lighting. The battlefield is lit only by the dawn’s early light, making it *dim*.

Scene A. Rush to Victory

Prerequisites

Players may only play this scene if their Victory Point total is greater than their Rout Point total.

Bonus Objective B

Characters fight in the long-awaited battle, joining the “Rush to Victory.”

Objectives/Goals. Players must conduct deeds of heroism against six fleeing **Zombies** and, perhaps, a **Deathlock** and his **Specters** attempting to rally them.

Although there is really no exploration in this scene, players may rely on any combination of

the other two pillars of play to accomplish their objective.

Social

If they prefer, players may role-play some of this scene with you. They describe their heroic actions, and you as the DM respond with whether their actions win them glory, or dishonor.

Combat

If they prefer, players may fight out a specific portion of this final battle. Their odds are good, as their heroic deeds have aided their cause.

Adjusting the Scene

Here are some suggestions for adjusting this scene

- **Very Weak:** The characters chase down five (4) straggling **Zombies** on the fringe of the battle.
- **Weak:** The characters chase down six (6) straggling **Zombies** on the fringe of the battle.
- **Strong:** The characters find themselves in the thick of battle with eight (8) **Zombies**, when two (2) **Specters** swoop down on them!
- **Very Strong:** The characters breakthrough the thick of battle, and find themselves face to face with a **Deathlock** rallying three (3) **Specters** to retreat into the **Fog**.

Scene B. (Un)deadly Rout

Prerequisites

Play this scene if the players Rout Point total is greater than their Victory Point total.

Bonus Objective B

Because of their less than heroic deeds, characters must survive the long-dreaded battle, now turned into an “(Un)deadly Rout.”

Objectives/Goals. Pursued by six (6) **Skeletons**, three (3) **Specters**, and possibly a **Deathlock**, players must survive the “(Un)deadly Rout.” A TPK may be too much, but one or two characters lost, well, that’s the price of war.

Although there is really no exploration in this scene, players may rely on any combination of the other two pillars of play to accomplish their objective.

Social

If they prefer, players may role-play some of this scene with you. They describe their

heroic actions, and you as the DM respond with whether their actions win them glory, or dishonor.

Combat

If they prefer, players may fight out a specific portion of this final battle. Their odds are good, as their heroic deeds have aided their cause.

Adjusting the Scene

Here are some suggestions for adjusting this scene

-
- **Very Weak:** Six (6) **Skeletons** swarm around the characters on the fringe of the battle.
- **Weak:** Eight (8) **Skeletons** and a **Specter** swarm around the characters on the fringe of the battle.
- **Strong:** Overrun by **Skeletons**, the characters are suddenly surrounded by four (4) **Specters** who press them up against the **Fog**.
- **Very Strong:** The characters are surrounded by the thick of battle, and find themselves face to face with a **Deathlock** and four (4) **Specters** who press them against the **Fog**.

Appendix 7: Repercussions Tracker

Print this handy tracker to record Victory and Rout Points throughout the episodes. While you should not share the “score” with the players, heavy sighs of relief or evil laughter as you keep score will help to make the adventure feel even more intense.

Victory Points	Episode	Rout Points
	Rumors: If players do not complete this Episode in 20 minutes, assign 3 Rout Points	
	Rising A: A party earns 1 Victory Point each time they successfully interact with or evade Guards . A party that provokes a Mob in a camp incurs 3 Rout Points.	
	Rising B: A party wins 2 Victory Point if they win the trust of their NPC . A party incurs 3 Rout Points if they provoke a Mob in a camp.	
	Rising C: A party earns 2 Victory Points if they persuade their NPC to go along with their plan. If they fail, they incur five (5) Rout Points! A party incurs 3 Rout Points if they provoke a Mob.	
	Realities A: A party wins 3 Victory Points if they get their NPC to Krenez’s HQ. If they fail, they incur 5 Rout Points! A party also incurs 3 Rout Points if they provoke a Mob.	
	Realities B: A party wins 5 Victory Points if they defeat the (Un)deadly Assassins . If they fail, they incur 5 Rout Points! A party also incurs 3 Rout Points if they provoke a Mob.	
	*Results A: A party wins 3 Victory Points if they get their NPC to Krenez’s HQ. If they fail, they incur 5 Rout Points! A party also incurs three (3) Rout Points if they provoke a Mob.	
	*Results B: A party wins 5 Victory Points if they defeat the (Un)deadly Assassins . If they fail, they incur 5 Rout Points! A party also incurs 3 Rout Points if it provokes a Mob.	
Total	*Repercussions: Total the number of Victory Points and Rout Points. If Victory Points are greater , play Bonus Episode Scene A: Rush to Victory . If Rout Points are greater , play Bonus Episode Scene B: (Un)deadly Rout .	Total

Appendix 8a: Magic Items

Characters completing this adventure's **Story Objective B** unlock one or more of the following magic items depending on which Rumor Track they pursue.

Brave Adventurer: Lantern of Revealing (Uncommon)

Wondrous item, uncommon

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

This lantern belonged to a vampire hunter known to the **Brave Adventurer** in times past. It burns olive oil, and has a little basket above the flame for roasting garlic. Bella!

Appendix 8b: Magic Items

Characters completing this adventure's **Story Objective B** unlock one or more of the following magic items depending on which Rumor Track they pursue.

Dashing Defector: Veteran's Cane **(Common)**

Wondrous Item, common

When you grasp this walking cane and use a bonus action to speak the command word, it transforms into an ordinary longsword and ceases to be magical.

Notes: Utility

This item is found on **Minor Items, Common Table** in the *Xanathar's Guide to Everything*.

This sword cane belonged to the **Dashing Defector** whom characters prevented from defecting. The handle has the faction crest of that Defector's faction.

Appendix 8c: Magic Items

Characters completing this adventure's **Story Objective B** unlock one or more of the following magic items depending on which Rumor Track they pursue.

Deviant Druid: Potion of Greater Healing (Uncommon)

Potion, common

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

Notes: Bonus: Hit Points, Healing, Consumable

This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

Though the vial seems rather archaic, sniffing the potion seems to indicate it has not yet passed its expiration date.

Appendix 8d: Magic Items

Characters completing this adventure's **Story Objective B** unlock one or more of the following magic items depending on which Rumor Track they pursue.

(Un)deadly Assassin: Walloping Ammunition (1-Common)

Weapon (any ammunition), common

This ammunition packs a wallop. A creature hit by the ammunition must succeed on a DC 10 Strength saving throw or be knocked prone.

This item is found on **Minor Items, Common Table** in the *Xanathar's Guide to Everything*.

This single **arrow** has a broad, blunt point shaped like a mailed fist, a prize for service faithful to the Order of the Gauntlet.

Appendix 8e: Adventure Story Award

Characters **successfully** completing one or more of this adventure's **objectives** receive the following story award regardless of which "Rumor Track" they pursue.

- ***Adventure Story Award—Rising Hero.***
Your name travels ahead of you, resulting in favorable treatment in your FIRST reactions with strangers in the Moonsea region.

Appendix 9: Dungeon Master Tips

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

Before you start play, consider the following:

- Before you read through the adventure, take a look at the “Flow Chart” and “Rumor Tracker” provided at the beginning of the adventure. This will give you a sense of the big picture. Then read the whole thing. Taking notes 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 note cards, a DM screen, miniatures, and battle maps. Folded index cards make cheap and easy tents!
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and their motivation for being here (**Gold, Glory, Loyalty, or Survival**)

Players can play an adventure they previously played as a Player or Dungeon Master, and while they may only play it once with a given character, the adventure is designed so that it will likely be different each time.

Ensure each player has an adventure logsheet for their character (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the **D&D Adventurers League Players Guide** for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL).

To approximate the **party strength** for the adventure, consult the table below.

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

NPC's in this adventure are much stronger than the players. How you, the DM, will play an **NPC** in this adventure will also factor in to a considerable degree. If you play an NPC actively, consider adjusting APL upward by one level. **If an NPC has to save the characters, the characters have failed to achieve their objective!**