

DDAL 08-05



THE HERO OF THE TROLL WARS

A Waterdeep Adventure

Hurling through time, you find yourself embroiled in a struggle to keep the fledgling town of Waterdeep from succumbing to a vicious Troll invasion. But sometimes the true threat lies within the city walls...

Part Two of the *Folded Time Trilogy*.

A Two-Hour Adventure for Tier 1 Characters.

Optimized For: APL 3



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ADVENTURE PRIMER

"We didn't start the fire"

-Billy Joel

BACKGROUND

WATERDEEP in the 940s, still staggering from the effects of the Orcfasting War and floundering without the leadership of the warlord Nimoar, is once again groaning under the weight of invasion. **AHGHAIRON**, a young human mage who is destined to become the first Open Lord of Waterdeep, is seeking to stop what is to become known as **SECOND TROLL WAR** before it devastates the place of his birth.

Meanwhile, **HALASTER BLACKCLOAK**, the infamous Mad Mage, labors in the pursuit of arcane knowledge deep below the city. His experiments are deranged, but he may yet have a part to play in defending Waterdeep from peril. While Halaster's fall is legend, an unknown menace simmers to the Southeast as the vampire **ARTOR MORLIN** seeks a new lair.

On the eve of disaster, wreathed by flames, all three will leave their mark on Waterdeep's history. Only the party can ensure that the city survives.



EPISODES

The adventure's story is spread over **three episodes** and takes approximately **two hours** to play. The adventure begins with a Call to Action scene.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Episode 1: A Smoldering Hearth.** Finding themselves on a farmstead in the year 940, the party is recruited by a young wizard to aid in defending a strangely familiar harbor town. This is the **Call to Action**.
- **Episode 2: To Win the War.** Rushing to stop an inferno of flame from devouring the fledgling Waterdeep, players must both unearth magical wards created by Halaster Blackcloak to amplify their new ally's magic. This is **Story Objective A**.
- **Episode 3: Like a Moth.** The sun rises on the city, bathed in fire. Ahghairon requires the characters' help to back the flames, lest the City of Splendors burn to ashes. This is **Story Objective B**.

BONUS OBJECTIVES

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

- **Bonus Objective A: Mother's Rage.** In the fields surrounding their abbey, Sisters of Chauntea have carefully preserved flora that would otherwise have been lost to war. The sisters fear losing their fields more than they value their own lives; without intervention, they'll lose both. This bonus objective is found in **Appendix 4**.
- **Bonus Objective B: Queen's Mercy.** Umberlee, capricious goddess of the sea, has collected tithe from Waterdhavian sailors for millennia. Perhaps her mermish clerics can be persuaded to beg for her aid? This bonus objective is found in **Appendix 5**.

EPISODE SEQUENCE

Depending on your time constraints, and play style and environment, this adventure will take approximately two to four hours to play.

HOW WILL YOU PLAY?

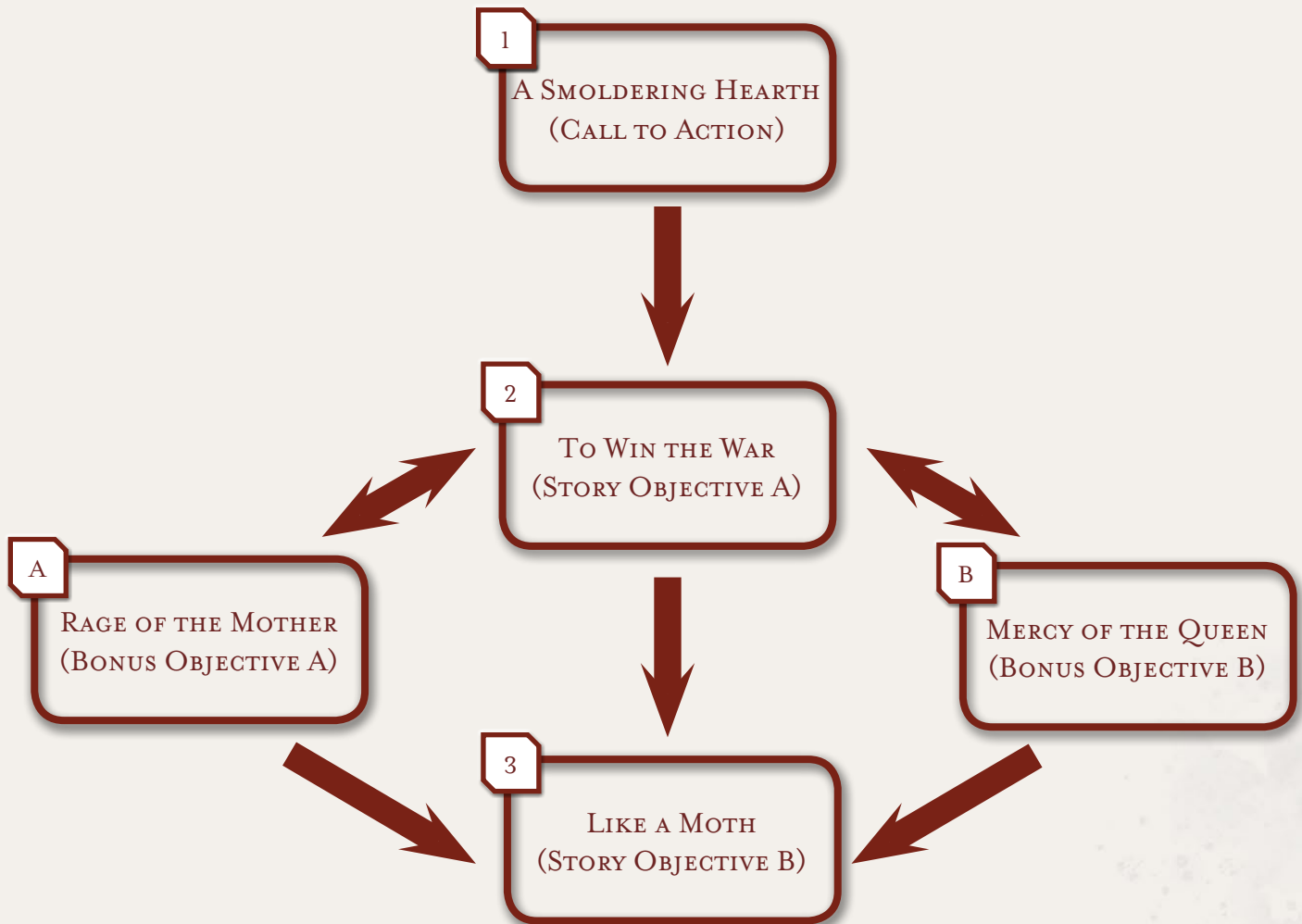
The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Story Objectives Only. To complete the both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. **Bonus Objectives A** and **B** can both be completed during **Episode 2**, while the players unearth wards. Once they have proceeded to scale Mt. Waterdeep, neither objective can be completed if it has not been already.

ADVENTURE FLOWCHART

This section provides a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.





EPISODE 1: A SMOLDERING HEARTH



Estimated Duration: 15 minutes

SCENE A. LOVE IS A BURNING THING

Players wake in the garden of a farmstead belonging to **Malcar Gost**, in the year 940 DR.

- **Played the Preceding Adventure.** Characters that participated in DDAL08-04 *A Wrinkle in the Weave* has previously visited 130 DR. There, they encountered Artor Morlin (a powerful vampire), Hilather (a wizard who will become Halaster Blackcloak), and Malcar Gost (a noble caught in the wake of Artor's corruption). As this event drew to its close, the party found themselves hurtled through time once more...
- **Didn't Play the Preceding Adventure.** Any of the characters that didn't participate in DDAL08-04 *A Wrinkle in the Weave* are contacted by Vajra Safahr, the Blackstaff of Waterdeep, and projected into the city's past to investigate an unusual disturbance in the Weave.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Gost Farm's homestead is surrounded by 400 acres of barley and encompasses the area that will one day be Waterdeep's Sea Ward. From Gost Farm, players can see the Trollwall, a wooden palisade over 800 feet wide that protects Cliff Waterdeep from northern threats. A wall of flame moves steadily southward.

Lighting. The setting sun sheds dim light on the surrounding farm.

Weather. Smoke clogs the warm, dry, late-summer evening.

CREATURES/NPCs

Aghhairon is here along with **Malcar "Farmer" Gost** (a lapsed vampire thrall) and **Warlord Gharl**.

Objectives/Goals. Warlord Gharl has ordered his men light the fields ablaze in an attempt to halt the troll advance and is using his javelin of lightning to hold a number of trolls at bay. Aghhairon is busy preparing a ritual to prevent the flames from spreading into nearby Nimoar's Hold.

Malcar is ineffectually trying to shore up his residence against the encroaching wave of fire and troll.

What Do They Know? Ahghairon conveys current events and recent history to the party. Malcar knows that Artor Morlin, a powerful vampire, once laired in a nearby castle. He has recently abandoned it for places unknown. If the party has played DDAL08-04 *A Wrinkle in the Weave*, Malcar recognizes them and is stunned to see them. He tells them that Artor has been corrupted by evil.

CALL TO ACTION

Ahghairon calls upon the characters to venture into the hold and recover wards left by Halaster so that he can complete his ritual. He provides the characters with details regarding where he believes the wards are hidden:

- **The City of the Dead.** Ahghairon believes two wards exist here; one in an eladrin tomb and the other in a gnomish crypt.
- **The Harbor.** Ahghairon has detected powerful illusion magic concealing what he believes to be a ward of Halaster.
- **Nimoar's Hold.** Finally, Ahghairon has personally seen two wards carved into the stone walls of a building in the hold that is currently being used by priests of Chauntea as an infirmary.

THE TROLL WARS & CLIFF WATERDEEP

In the late summer of 940 DR, the City of Waterdeep does not yet exist in its modern form. Cliff Waterdeep is instead covered mostly by farmland. Its southern tip is occupied by the human settlement of Nimoar's Hold, which occupies roughly as much space as the Dock Ward and the southern half of the Castle Ward of modern Waterdeep. The Hold is surrounded by a wooden palisade—a wall of spiked wooden poles which have been lashed together.

Two miles north of the hold, a single Trollwall exists as massive palisade built by Nimoar's people to provide a barrier to invasion. There, the party sees Warlord Gharl set fire to the fields of the hold. North of the Trollwall, miles of woodland have been razed in Warlord Nimoar's efforts to turn back orcs during the Orcfastings War, four years hence.

In the wake of Nimoar's death, his previous general, Gharl, has succeeded him as leader of the Hold.





EPISODE 2: TO WIN THE WAR



Estimated Duration: 60 minutes

The Characters must search the area surrounding the Hold for magic wards left behind by Halaster Blackcloak.

PREREQUISITES

The characters must complete the **Call to Action** before proceeding to this Episode.

STORY OBJECTIVE A

Locating and calibrating as many of Halaster's wards as possible is **Story Objective A**. The number of wards that the characters successfully calibrate impacts the success of Aghairon's ritual.

SCENE A: ELADRIN TOMB

This ward is found in an eladrin tomb holding the body of four lovers.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The tomb is a 30-by-30-foot enclosed stone structure.

Light. Pale light saturates the tomb from rune-covered crystals set into the walls.

Coffins. This tomb holds four glass coffins, each containing the magically preserved body of an eladrin. The coffins bear no names that would identify them, but

each of the four bodies represent one of the four seasons: spring, summer, autumn, and winter. Upon each of coffin rests two bowls: one decorated with images of tears and inscribed with 'sorrow' in Elvish, and the other with images of hearts and inscribed with the word 'beloved.'

Bowls. Each bowl bears one crystal whose color is determined by the eladrin whose bowl they are in:

- **Spring.** Green
- **Winter.** White
- **Summer.** Red
- **Autumn.** Orange

Bodies. A character investigating each body that succeeds on a DC 9 Intelligence (Investigate) check notices clues about its relation to the others:

- **Spring.** This eladrin has a single orange kiss-mark on its forehead. Inspection reveals this mark to be poisonous. Their fingertips are ink-stained.
- **Winter.** This eladrin wears a short sword at their side. Winter's throat is bruised, and a few bright green vines are still wound around their neck.
- **Summer.** A lock of blue hair is lovingly entwined in Summer's fingers. A spellbook protruding from Summer's robes uses a love poem as bookmark. A vicious sword wound on Summer's chest is likely to have been the cause of their death.
- **Autumn.** Autumn's lips have been meticulously coated in orange lipstick. Their body is covered in fiery burns of a magical nature.

THE PUZZLE

To solve the puzzle, players must place the token of the season that each eladrin loved into the 'beloved' bowl, and the token of the eladrin who they murdered into the 'sorrow' bowl. The solution is as follows:

The Story. Winter loved Autumn and murdered Summer. Summer loved Winter and murdered Autumn. Autumn loved Spring and murdered Spring. Spring loved Summer and murdered Winter. Upon achieving correct placement, the ward is revealed in the center of the floor.

NOTE: It may be that players place the tokens of who murdered each eladrin into their 'sorrow' bowl, rather than who they murdered. Either is correct so long as the placement is consistent.

SOLUTION TABLE

Eladrin	Color	Beloved	Sorrow
Spring	Green	Summer	Winter
Winter	White	Autumn	Summer
Summer	Red	Winter	Autumn
Autumn	Orange	Spring	Spring

TREASURE & REWARDS

- A delicate leaf carved of crystal engraved with Halaster's rune. This is a ward of Halaster.

HALASTER'S WARDS

Halaster Blackcloak, Ahghairon's former instructor, has littered Cliff Waterdeep with false entrances into his infamous underground lair. These Wards were meant to amplify and reflect any spell cast upon them in order to spite nosey spellcasters. However, they can also be recalibrated to amplify the effects of any spell. Ahghairon intends to use them to quell the wall of flame moving down the Cliff by tasking the party to calibrate several of them and then casting a wind or water spell from the heights of Mt. Waterdeep.

Once revealed, calibrating a Ward requires a successful DC 18 Intelligence (Arcana) check. If this check fails, all creatures within 50 feet must succeed on a DC 12 Constitution saving throw or take 5 (1d10) force damage. Once an attempt fails, that ward can't be calibrated.

SCENE B: GNOMISH CRYPT

One of the two wards is found in this burial crypt in the City of the Dead. This ward is found in a Gnomish crypt, which holds thirteen doors. Behind the thirteenth lies the ward.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Detect magic senses transmutation magic permeating the crypt. The Gnomish Crypt contains twelve archways, sized to accommodate medium-to-huge creatures, and one tiny door.

Light. Floating orbs of garish color provide bright light in the crypt.

Archways. Passing through each archway confers a size-related effect to the creature who has passed through it. Archways may be passed through multiple times to increase their effects, but they cannot be passed through while walking backward to undo effects. All effects dispel upon leaving the crypt. The party may leave and re-enter the crypt to reset the puzzle whenever they choose.

- **Archway 1.** Character's body becomes Small; size of their head doesn't change.
- **Archway 2.** Character's head becomes Tiny; rest of body is unchanged.
- **Archway 3.** Character's body becomes five times as wide; remainder of their body is unchanged.
- **Archway 4.** Character grows to eight feet tall; rest of body is unchanged.
- **Archway 5.** Two of the character's random body parts increase by two size categories (max Huge).
- **Archway 6.** Character's head becomes Huge; rest of body is unchanged.
- **Archway 7.** Body size category decreases. Excludes head (limit tiny).
- **Archway 8.** The character becomes a perfect sphere; size unchanged.
- **Archway 9.** Character's height decreased by one foot (max 4 feet); remainder of body is unchanged.
- **Archway 10.** Character's limbs return to original size; remainder of body is unchanged.
- **Archway 11.** Character's shoulder width is reduced by half; remainder of body is unchanged.
- **Archway 12.** Character's body and head become Medium; remainder of body is unchanged.

Door. This tiny, foot-tall door in the center of the room conceals the ward. Instead of a doorknob, the door bears an indentation the shape and size of a humanoid handprint. Only a Tiny humanoid is able to open the door by placing their hand on the handprint.

SOLUTION

To solve the puzzle, players must become Tiny by walking through the archways in a specific order, specifically:

Archway 1 > Archway 2 > Archway 7 > Door.

The gnome buried here weren't without a sense of humor and planned accordingly. Some characters may utilize Class features or other abilities in order to manipulate the situation. Whiles most of these won't work, since only a Tiny humanoid can open the door, use this opportunity to have some fun. For example: Wild Shaped druids may find themselves taking the shape of a naked mole rat rather than their desired creature, or— instead of following commands— a conjured mage hand might perform rude gestures instead.

TREASURE & REWARDS

A 200-foot long hallway extends beyond the door, at the end of which is the ward—embedded immovably in the floor.

- A crudely painted skunk whittled from a chunk of wood; Halaster's rune is engraved into the creature's flank. This is a ward of Halaster.

SCENE C: HARBOR

This ward is found on the beach of Waterdeep Harbor, plain for anyone to see, but is protected by powerful Illusion magic.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The harbor is a rocky beach. Wooden docks creak in the water.

Light. Smoke from the encroaching flames create dim light.

Ward. Two wards appear here, but there is actually only one. Each ward always seems to be 5 feet in front of the closest character looking directly at it (if two characters are equidistant from the ward, determine which character is closest randomly). Individual characters can't look directly at both wards at the same time. The area surrounding the wards radiates Illusion magic.

CREATURES/NPCs

A **merman** can be found here, sitting on a dock and chuckling at the party while munching on a seagull.

Objectives/Goals. The merman wants to persuade the party to ask his goddess, Umberlee, for aid.

What Do They Know? The merman knows the secret to activating the wards.

BONUS OBJECTIVE B. If utilizing this bonus content, the merman petitions the characters to entreat Umberlee for aid (see **Bonus Objective B**), regardless of failure or success.

SOLUTION

To achieve their objective, two characters must stand facing opposite one another, with the two wards they are looking at positioned so that they are overlapping one another.

TREASURE & REWARDS

If the characters solve the Illusory riddle, they find:

- A shard of what is likely the shell of a giant clam engraved with Halaster's rune. This is a ward of Halaster.

SCENE D: NIMOAR'S HOLD

These two wards are concealed in a stone structure that has been converted to an infirmary and long-term care facility for the veterans of the Hold's many wars.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. A 30 by 60 feet wooden building contains multiple cots and couches, all of which house injured people.

Light. Smoke from the encroaching flames create dim light.

CREATURES/NPCs

Joy, a **Sister of Chauntea**, provides care to those who have been injured or crippled in Nimoar's Hold's many wars. Twenty **commoners** who are physically incapable of evacuating up Mt. Waterdeep. Ten of the commoners are wounded but carry blood-stained farmers' tools. The rest are unconscious.

Objectives/Goals. The Sister has committed to guarding the people in her care, come what may. The ten conscious commoners intend to keep the other people here alive and protected from harm.

What Do They Know? The sisters have already calibrated the wards here—using their magic to amplify their healing spells and sustain those close to death. They know that redirecting the power of the wards will result in the deaths of those in their care.

BONUS OBJECTIVE A. If utilizing this bonus content, the Sister is extremely anxious about the Abbey of Chauntea, north of the city, and begs to the players to help her colleagues (see **Bonus Objective A**).

TREASURE & REWARDS

The sisters direct the characters to:

- Two nondescript masonry bricks engraved with Halaster's rune. These are wards of Halaster.





EPISODE 3: LIKE A MOTH



Estimated Duration: 45 minutes

A FUNERAL PYRE

The party stands high above Waterdeep, looking down at fields consumed by flame. The fire is just about to reach the Hold itself.

PREREQUISITES

This episode is available once the characters have completed **Episode 2**. Once this episode begins, the bonus objectives are no longer available.

STORY OBJECTIVE B

Protecting Ahghairon by defeating the troll is **Story Objective B**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The peak rises above the city. Ahghairon, the heroes, and thirty-five survivors are standing on a 250-foot long, 10-foot wide rock formation that drops off steeply to either side.

Lighting. The sun is high overhead, but the thick cloud of black smoke blocks much of its light, dimly lighting the surrounding area.

Weather. Hot, dry wind blasts through the area.

CREATURES/NPCS

Ahghairon stands on the cliff, in the throes of casting the spell that will put out the flames approaching Nimmoar's Hold. As he casts, a mangled **troll** crawls into the area from below. The troll is heavily fire-scarred and is missing an arm; its maximum hit points are reduced to 63, and it makes one bite and one claw attack using Multiattack. A group of thirty-six human **commoners** cling to one another in fright. If the characters completed **Bonus Objective B**, the **sisters of Chauntea** are here.

Objectives/Goals. Ahghairon must complete the ritual. The mangled troll wants to kill and eat anyone it can get its hands on. The commoners want to avoid being killed and eaten. The Sisters of Chauntea wish to protect the survivors, if present.

What do They Know? Ahghairon can't be disturbed if the ritual is to be successful. The commoners believe that the party are their best chance at avoiding death. The troll is angry and hungry. Beyond that, it's clueless of what's going on.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene

- **Weak or Very Weak:** The mangled troll is missing both arms; it can't use Multiattack;
- **Strong or Very Strong:** The mangled troll isn't mangled.

TREASURE

If the characters inspect the troll's body, they find:

- A *javelin of lightning* impaled through the troll.



WRAP-UP: BACK TO THE FUTURE

How the adventure concludes is determined by how many wards the characters were able to calibrate:

Three or More. Ahghairon completes the spell as the troll is slain. As the sun rises, a vortex of wind and water extinguishes flames and blows away columns of soot. The Hold is spared, but vast fields of devastation are revealed.

Fewer Than Three. Ahghairon's spell fails, and he vows to never again let war devastate his home as the survivors look down at the ruined Hold.

Bonus Objective B completed. Massive grey tentacles are visible in the harbor of Nimoar's Hold. As they sweep away, a gush of water floods the city, extinguishing any lingering flames. Umberlee's intervention will save the Hold if **at least two** wards have been calibrated.

Bonus Objective A completed. The **Sisters of Chauntea** aid the party against the troll. After victory, the voice of Chauntea rings out, commanding the Sisters to release their seeds into the air. The winds of the spell (failed or successful) will carry the precious plants to distant horizons.

ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT CHECKPOINTS

The characters receive an advancement checkpoint for each completed **main objective**, as follows:

- **Story Objective A:** Attempt to activate each ward.
- **Story Objective B:** Defend Ahghairon.

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

- **Bonus Objective A:** Convince the sisters to leave their Abbey before they burn to death.
- **Bonus Objective B:** Secure Umberlee's aid.

PLAYER REWARDS

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

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Javelin of Lightning. This javelin glows an angry red when within 120 feet of a troll. This item can be found in **Appendix 6**.

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: LOCATIONS & NPCs

The following NPCs and locations feature prominently in this adventure.

- **Ahghairon (awg HAY ronn).** A rash human wizard in his early 20s. Previously studied magic in Silverymoon, Ahghairon returned to Nimoar's Hold, his birthplace, when he heard rumors of the Second Troll War. Ahghairon was once an apprentice of the Halaster Blackcloak and will one day be the first Open Lord of Waterdeep.

Personality: I'm rash, idealistic, easily frustrated

Ideal: Brutality impedes progress

Bond: I am devoted to the people of Nimoar's Hold

Flaw: I know best. Period

- **Malcar "Farmer" Gost.** A mild-mannered human man who makes his living tending his fields with his five-year-old adopted son, Tucker Gost, and a bustling roster of farmhands. This lapsed vampire thrall was once a powerful noble, and longs to be again. He narrowly escaped the clutches of Artor Morlin, a powerful Vampire.

Personality: I'm relaxed and prone to flattery

Ideal: My son will carry on my family name

Bond: My adopted son, Tuck, is everything

Flaw: I will build my farming empire up until I am a noble again—no matter the cost

- **Warlord Gharl.** The successor of Warlord Nimoar, Warlord Gharl has fought in wars his entire life, and will happily die to save his people.

Personality: I am determined and standoffish

Ideal: Wars exist to be won

Bond: I serve to protect Nimoar's Hold

Flaw: Victory is everything

- **Cliff Waterdeep.** 940 Waterdeep is largely populated by farmers, fishers, and warriors. The people here, mostly human, are all veterans of war in one way or another.

Personality: I've resigned myself to suffering

Ideal: The grain here is a key resource

Bond: The land nurtures; the water brings change

Flaw: The dangers exceed the commoners' abilities

- **Nimoar's Hold.** Nimoar's Hold is a rambling collection of stone and wooden buildings, built and rebuilt as settlements here have been repeatedly razed and sacked over the years. The city is surrounded by a wooden palisade, but the gate creaks open as the party approaches. All who once guarded it have gone to defend the Trollwall.

Personality: If knocked down, I'll get up again

Ideal: I will always persevere, no matter what

Bond: My people protect me, and I them

Flaw: War is all I know



APPENDIX 2: CREATURE STATISTICS

This appendix details monsters that are encountered in this adventure.

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)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target.

Hit: 2 (1d4) bludgeoning damage.

DRYAD

Medium fey, neutral

Armor Class 11 (16 with barkskin)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day (3 slots): *barkskin*, *pass without trace*, *shillelagh*

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands.

Fey Charm. The dryad targets one humanoid or beast she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

MERFOLK

Medium Humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Common, Aquan

Challenge 1/8 (25 XP)

Amphibious. The merfolk can breathe air and water.

ACTIONS

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

SISTER OF CHAUNTEA (PRIEST)

Medium humanoid (human), lawful good

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the sister can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the sister expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The sister is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The sister has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*

2nd level (3 slots): *lesser restoration*, *spiritual weapon*

3rd level (2 slots): *dispel magic*, *spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6) bludgeoning damage.

TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 5 (1,800 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 7 (1d6+4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) slashing damage.

Estimated Duration: 60 minutes

APPENDIX 3: CLIFF WATERDEEP



APPENDIX 4: RAGE OF THE MOTHER (BONUS OBJECTIVE A.)

SETTING DESCRIPTION

Under normal conditions, The Abbey of Chauntea is a restful place of worship. Now, the stone buildings groan in the extreme heat, and the stained-glass window portraying the grain goddess reflects red flames.

Female figures in robes can be seen moving through the fields, heedless of the roaring fires. They stoop to gather crop, moving as though no danger is present. Two of the women linger by the abbey door.

PREREQUISITE

The party must have heard from a Sister of Chauntea that the Abbey was in danger. It is also possible to stumble randomly into the Abbey, fleeing fire.

BONUS OBJECTIVE A

Persuading one of the two Sisters of Chauntea to abandon their fields before they are killed by the fire is **Bonus Objective A**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The abbey is a complex of stone buildings surrounded by glass greenhouses. It is surrounded by hundreds of acres of fields, already ablaze.

Lighting. Dim lighting applies.

Weather. Smoke shades the sky.

SCENE A.

Sisters of Chauntea, worshippers of the Great Mother, are determined to harvest their fields even though those fields are on fire. They will die unless the party can figure out a way to talk them out of it. Only two of the Sisters, Sister Warm Hearth and Sister Earthtender, are susceptible to persuasion.

CREATURES/NPCS

The **Sisters of Chauntea** are human women of varying ethnicities who wear burlap robes and carry wicker baskets, into which they are hurriedly placing seeds and cuttings.

Objectives/Goals. The Sisters have gathered plants that would otherwise have been lost in recent wars and have planted them in their fields. Compelled to save a sample of each plant in the field, they have no chance of gathering what they seek before burning to death.

What Do They Know? The Sisters know that the plants in their fields are unique; if destroyed, that plant will be extinct forever.

The Sisters also know that Chauntea, their goddess, bids nature spirits known as Dryads to guard her most sacred plants from premature harvest.

SCENE B.

The fields of Chauntea's chosen are ablaze, flames devouring every crop. One small field contains the most precious plant of all: Chauntea's Token, a chest-height grass with a red, gem-like flower that blossoms in late summer. It is not quite ready to bloom.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The large patch of field containing the herb confers 1d4 fire damage to a random party member once per round.

Lighting. Dim lighting.

CREATURES/NPCS

A single **dryad** is alert and angry—ready to defend her divine charge.

Objectives/Goals. The Dryad has been tasked by her Goddess to protect the plant until it is mature. She doesn't care that the field is on fire, and she attacks anyone who approaches it.

PLAYING THE PILLARS (SCENE A)

Combat

Warm Hearth's worst fear is that Chauntea's Token, a blood-red herb known to be sacred to their goddess, will be burned to ashes. She doesn't want to harvest it herself, however, because the Dryads who guard it from human interference are also sacred to Chauntea.

Exploration

Wandering the flaming fields reveals a small field full of Chauntea's Token, a grass sacred to the goddess Chauntea. This patch is guarded by an angry Dryad.

Social

Sister Earthtender can be persuaded to join the party. She is in a state of religious fervor, and checks made to sway her are made at disadvantage, unless the character has a relevant background or feature.

APPENDIX 5: A QUEEN'S MERCY (BONUS OBJECTIVE B.)

Estimated Duration: 60 minutes

SETTING DESCRIPTION

Late-night Deepwater Harbor is still and damp. While the cool air provides relief from the heat of the encroaching fires, the black waters of the harbor exude a sense of foreboding.

PREREQUISITE

The party must have encountered the Merman while calibrating the Ward in the harbor.

BONUS OBJECTIVE B

Retrieving a piece of art from the Wererat Warren and offering to Umberlee is Bonus Objective B. Succeeding at this task secures Umberlee's aid in quenching the fires approaching Nimoar's Hold.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The harbor is mostly vacant, with only a few fishing craft creaking in the wind.

Lighting. The evening sky to the south is clear, though the sky to the north ripples with heat distortions and smoke. Dim lighting conditions apply.

WHY NOT LEAVE BY BOAT?

Only a year ago, the harbor would have been thick with watercraft of all make and origin, providing easy escape routes for citizens fleeing northern threats. However, the rumors of war have repelled would-be merchants and traders from visiting the city.

SCENE A.

When the party notices him, the Merman spits out a few feathers and tells them that Umberlee, his goddess, receives offerings from all ships that sail through the harbor. Perhaps if they made her an offering now, she might see fit to aid them in their time of need.

A successful DC15 Intelligence (Religion) check reminds players that Umberlee is an evil deity, more likely to drown sailors than answer pleas for help.

CREATURES/NPCs

Lounging on the edge of a wooden dock, a lone **merman** munches on an unlucky seagull while gazing at the party.

Objectives/Goals. The merman knows that the destruction of human civilization will mean a cessation of offerings to Umberlee.



What Do They Know? The merman has heard rumors that a talented artist who was turned into a wererat hid many of his pieces in his abandoned warren. Umberlee is fond of art; perhaps if the party searched his home for a piece of artwork, they might offer it to her in exchange for her aid.

SCENE B

A lone wererat has tunneled underneath a dock in the Hold's harbor but has abandoned his home. Hidden there are many works of art, some more agreeable to Umberlee than others.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The warren is located beneath a dock in Nimoar's Hold's Harbor. See map. Furniture here is made of boards pilfered from docks and sunken watercraft. Above the room is a small bedroom, with an air intake shaft leading upward.

Lighting. Glowing algae provides dim light.

Decaying Fauna. Any character traversing the half-submerged warren must succeed on a DC12 Constitution saving throw or take 3 (1d6) poison damage. Brackish water covers the ground here, getting deeper as the tunnel slopes downward.

Art. The warren contains several pieces of art. A successful DC 11 Intelligence (Religion) check reveals that some pieces are more agreeable to Umberlee than others.

Favored. These items are held high in her regard:

- A tiara made of shark teeth rests on a shelf in the living room atop a pillow of damp green velvet.
- A character that succeeds on a DC 14 Wisdom (Perception) check finds a 3-inch tall squid made of glass hidden behind a tapestry of human hair.

Neutral. She is impartial to these items:

- A set of pan pipes made from glass bottles, is displayed on a wall in the bedroom.
- A weathered hope chest is found in the living room, the interior of which is meticulously painted and decorated with iridescent seashell dust.

Disliked. Umberlee loathes this item:

- A bassinet is filled with filthy rags is in the circular room—gently rocking as if by an unseen hand. Removing the rags reveals a pile of centipedes writhing over a sculpture of a stingray made of tiny bones and translucent leather

SCENE C

In the center of Deepwater harbor, the small craft creaks to a rest, positioned only a few feet away from the underwater lighthouse that the merfolk have tended to for centuries. Squinting into the water reveals gauzy, whirling shapes on the edge of vision.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The blackness of the harbor stretches in every direction.

Lighting. The cool glow of the beacon creates normal lighting conditions.

DEVELOPMENTS

While praying to Umberlee, players make an Intelligence (Religion) 18 check to succeed. This check is made at disadvantage unless Umberlee is offered an art object from the wererat warren.

Offering the tiara confers advantage.

Offering the stingray sculpture automatically fails the check.

After the check is made, pass or fail, silence falls.

While waiting for Umberlee to indicate a response, a shining object catches the attention of the party members in the boat. Unnoticed before, what appears to be a silvered scimitar is lodged in a crevice of the Beacon, 5' below the boat. Should any player attempt to reach for the scimitar, it is immediately revealed to be illusory. The merman guide curses them for their stupidity, leaving the two characters to row back to shore.

Attempting to take the scimitar fails Umberlee's test of respect, and she won't help Waterdeep no matter their previous rolls or offerings.

WERERAT WARREN MAP



APPENDIX 6: MAGIC ITEM

Characters completing this adventure's objective unlock this magic item.

JAVELIN OF LIGHTNING

Weapon (javelin), uncommon

This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage. The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon. This item is found on **Magic Item Table F** in the *Dungeon Master's Guide*.

This javelin glows an angry red when within 120 feet of a troll.

APPENDIX 7: 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.

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO WATERDEEP?

<http://dnd.wizards.com/story/waterdeep>

NEW TO BEING THE DUNGEON MASTER?

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

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:

- Read through the adventure, 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. Familiar 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 battlemaps.
- 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.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (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 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	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