D&D ADVENTURERS LEAGUE

FACING THE DARK

A captive Harper agent is being held by the criminal gang "Suldran's Dark" in the depths of the Cormanthor forest. Only the most stalwart and brave will be able to face this enemy and rescue the imprisoned Harper. Part Three of the Gamehole Con 2016 adventure arc.

A 2-hour adventure for 5th-10th level characters

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Introduction

Welcome to "Facing The Dark," a D&D Expeditions adventure, part of the official D&D Adventurers League organized play system and the Gamehole Con 2016 adventure arc. This adventure is designed for three to seven 5th-10th level characters, and is optimized for six 7th-level characters. Characters outside this level range cannot participate in this adventure. The adventure is set in the Moonsea region of the Forgotten Realms.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that continues their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the

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other values and write notes 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 Player's 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. Alternatively, 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 the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of seven 5th to 10th level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition Party	Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish

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too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly

- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the D&D Adventurers League Player's Guide for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total,** unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
Cure wounds (1st level)	10 gp
Identify	20 gp
Lesser restoration	40 gp
Prayer of healing (2nd level)	40 gp
Remove curse	90 gp
Speak with dead	90 gp
Divination	210 gp
Greater restoration	450 gp
Raise dead	1,250 gp

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request one spell per day from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Character Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*). If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise*

dead or *revivify* spell, or similar magic. A character subject to a raise dead spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after raise dead reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a raise dead spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Adventure Background

The adventurers are still trying to find and rescue the missing Harper agent, Tharaera, who has been kidnapped by the criminal band, Suldran's Dark. In the previous adventure, "Skulljaw Hill," they followed Drassauva, proprietress of the Den of Delights festhall in Elventree, to an old elfhold in the forest that is now a lair of the Dark. There they rescued other captives, but discovered that Drassauva had taken Tharaera on to another hiding-place. The party must find and rescue her, despite not knowing that "Lady Drassauva" is a weretiger.

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Part 1: Gone But Not Without A Trace

This adventure begins in the forest, immediately after the events of *Skulljaw Hill* (**DDALGHC-02**), with the adventurers having used the last *gate* to emerge from the elfhold. They likely brought the prisoners with them, but their passage through the last *gate* was a shuddering, tingling, blindingly golden moment quite different from all of their earlier *gate* journeys, and it has left them in the peak of health (restored to full hit points, with all weariness and any poison effects or lasting injuries—such as lopped-off fingers—wiped away). No spells have been restored, but they face no immediate threat, and can, if they want to, rest right on the spot and ready themselves magically and make plans before they rush off into danger again. Fortunately, it is a short walk back to Elventree so giving the rescued prisoners directions to town is easy and gratefully received.

The Dark guards the adventurers just defeated, Bordag and Larrak, told them nothing of the Dark's plans, members, or other lairs. The prisoners know almost nothing about the Dark's plans, but do know that there are other "lairs" of the Dark nearby but "deeper in the forest," and that the Dark scares away woodcutters and mushroom-pickers and curious explorers from Elventree with something called "the Bone Trail," a route through the woods marked by human skeletons left on display. It is "guarded" (by what, they don't know) and leads somewhere important to the Dark. And sure enough, something bony is visible through the trees from where the adventurers are right now:

> You catch sight of something macabre adorning the hut-sized trunk of a massive shadowtop tree deeper into the forest: a bare-bones human skeleton that has been affixed to the tree upright and more or less intact, by driving metal spikes into the tree and bending them over the bones to form crude staples. The skull grins at you endlessly, its jaw held up on a spike.
>
> Peering past it, you can see another skeleton stapled to a distant duskwood. And beyond that, something that's probably a third set of bones.
>
> You have found the Bone Trail.

A very faint trail through the woods can be seen, running from skeleton-tree to skeleton-tree. The forest is quiet and seemingly devoid of life larger than the occasional flitting bird or small, furry, scuttling thing. It's all very beautiful and peaceful.

Wise adventurers will trust none of this.

If and only if a character tries to examine one of the spiked skeletons close up (and discover they are human skeletons, neither animated nor undead), that character should make a DC 17 Dexterity save; if failed, a large (20 feet x 30 feet) section of forest floor between the skeleton-tree roots will collapse under their feet, spilling them into a waiting pit trap. If a player says their character is looking for anything suspicious or amiss underfoot, allow a Perception DC 17 to spot, and if successful, and they proceed anyway, modify their Dexterity save down to DC 13 to escape.

The pit is 30 feet deep and its bottom is lined with a vicious array of fire-hardened wooden spikes (10 (3d6) bludgeoning damage plus 11 (2d10) piercing damage).

If no character approaches the skeletons closely (gets near to the trees they are stapled to), they will avoid these pit traps entirely.

The Bone Trail

If the adventurers proceed deeper into the forest following the marked route of human skeletons impaled on tree-trunks, they'll soon encounter some starving and ravenous caged guardian monsters (released from vine-cloaked, well-concealed cages by the adventurers striking hidden tripwires as they walk; the tripwires open multiple cages at a time, so the adventurers will face combinations of monsters coming at them from different directions). The tripwires are extremely well hidden making it virtually impossible for any of the adventurers to detect them without a dedicated search. Only a party member with a passive perception score of 25 or higher will spot them. After the first wave of creatures are released, the characters may actively search as they proceed looking for some sort of trigger mechanism. If so, either a successful DC 23 Investigation or Perception check will reveal these tripwires (if they are found, tripwires are easily avoided).

These beasts were caged here by senior members of the Dark, who will be alerted by small chiming bells in their nearby underground lair that particular cages have been opened, and will emerge to watch (from afar, behind cover) to see what intruders are approaching the lair.

The first monster encounter is with a **grick alpha** and three **lizardfolk**.

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Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party**: Remove grick alpha and lizardfolk; replace with a grick.
- **Weak Party**: Remove lizardfolk.
- **Strong Party**: Remove lizardfolk; replace with owlbear.
- **Very Strong Party**: Add second grick alpha.

The second monster onslaught comes from a **troll** and an **ogre**.

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party**: Remove the ogre
- **Weak Party**: Remove the ogre; replace with giant boar
- **Strong Party**: Remove ogre ; replace with couatl.
- **Very Strong Party**: Remove ogre; add second troll.

The third monster encounter is with a **gorgon** and an **owlbear**.

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party**: Remove owlbear.
- **Weak Party**: Remove gorgon; replace with second owlbear.
- **Strong Party**: Remove owlbear; replace with ettin.
- **Very Strong Party**: Remove Owlbear; add second gorgon.

Part 2: The Old Tower

After the escaping the hazards of the Bone Trail, the party encounters a clearing in the forest that the forest is beginning to reclaim; small saplings are plentiful. In their midst stands an ancient and overgrown stone keep: a tower surrounded by a simple wall that has largely fallen; tumbled stone blocks are strewn everywhere. The lone tower has been broken open by duskwoods growing up through it.

> After a couple of tense hours on the Bone Trail, you see at last what appears to be a clearing ahead. As you emerge from the deeper gloom of the full forest, you see what must have once been some sort of small stone keep. It seems ancient, and is all but completely overgrown. Blocks of some unfamiliar sort of mottled black stone jut here and there out of the undergrowth, almost certainly once part of the keep. The only portion of the keep still standing is a small tower some twenty feet tall. However, "standing" seems to be its temporary condition, for the ruin looks like it could lose its battle with gravity at any moment. It remains upright seemingly due to a large duskwood that has grown right up through the middle of it, so what's left of the tower looks like a shabby suit of armor for the tree.
>
> As you take in the scene, you notice a faint trail threading through and around the fallen stonework and undergrowth, to what appears to be a door at the base of the tower.

Nothing will menace the party as they approach the tower. Despite its decrepit appearance, the door to the tower seems to be intact. It is a heavy wooden ironbound door that while heavily rusted and weathered, appears quite functional. Listening at the door will reveal nothing beyond the ordinary small sounds of nature, coming from all around.

The door has a lock, but proves to be unlocked. Once the door is opened, the adventurers will see a splendid view of the roots and base of the flourishing duskwood tree. Tall grasses and creeping vines are plentiful, as the interior of the keep has long been open to the sky, and they form a thick, undisturbed tangle, except where a scrap of surviving board floor has thus far resisted their incursions. Set into the middle of this remnant of floor is a 4-foot-square trapdoor of fairly recent construction.

> The trapdoor seems to be of ash, cross-banded in stout-looking oak, and sports a large iron ring opposite a set of well-lubricated hinges. Beyond the floor, the duskwood soars to the sky, letting in only dappled light. You see nothing up there that isn't part of wild nature; any upper floors or other features of the tower have long since succumbed to history. All is quiet.

The trapdoor is heavy but any character can lift it; it moves easily and quietly, revealing a stone-lined shaft, with a ladder of hand- and footholds worked into all of the four stone walls. The shaft descends only twenty feet, then opens out into a dark, stone-floored space.

Main Cellar

The main cellar room seems to be a thirty-foot-square room, dank and smelling strongly of earth, with a flagstone floor and a stone tile-and-massive beam ceiling. "Seems to be" because the north and south walls (the shaft descends the south wall) are bare stone, but the east and west walls are made up of heavy, opaque curtains that look like black sails from a ship (i.e. oiled canvas, which is what they are). So the real dimensions of this room are thirty feet north to south, and ninety feet east to west (there's a thirty-foot-wide section of room behind each curtain).

The curtains aren't continuous, but rather are overlapping panels, with a "split" every ten feet that has a 5-foot overlap. Aside from any light sources the adventurers kindle or bring along, the room is in darkness.

The two secret doors in the Main Cellar require a successful DC 17 perception check to find. From inside the Prison Room, the nine secret doors require a DC 15 perception check to discover, but once one is found the rest are easy to spot.

Waiting behind the east curtain is Drassauva, in her Tiger form. If the adventurers discover her, she will spring to the attack. If the adventurers investigate the west curtain first, she will burst through the curtains and attack them from behind (she knows how the curtains are hung, and can readily pull them down to shroud certain adventurers like a net: treat like a net trap (adventurers caught under a curtain are restrained if failing a DC 15 Dexterity save, and knocked prone). Trapped adventurers can use an action to make a DC 10 Strength check to free themselves or another within-reach creature. A curtain panel is AC 11 and has 18 hp (dealing the net 5 hp of slashing damage destroys a 5-foot-square section, freeing anyone in that section).

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Drassauva will fight adventurers in tiger form; if sorely wounded, she will escape through a secret door in the back wall of "her" section of curtained-off main cellar, bar it to give herself time (DC 18 strength check to force), drink a *potion of supreme healing* (restoring 10d4+20 lost hp) waiting in the room beyond, change to human form there, use a *disguise self* spell (on a scroll, cached there with the potion) to take on the likeness of Tharaera, and rush along a passage that goes around the main cellar, to the prison room located beyond the west side of the main cellar (reached through a secret door in the back wall of that curtained-off section of cellar), where she will sit down and act dejected, pretending to be Tharaera.

If the adventurers rescue her, the bandits (hiding behind secret doors all around the prison room) will rush out to attack the adventurers—and Drassauva will attack adventurers at the same time.

If the adventurers don't believe Drassauva is Tharaera, and say so or reveal their disbelief by their actions, Drassauva will cry out a signal, and the bandits will rush out and attack.

Rothtor is a bandit captain and the six thugs are **Culdur**, **Draeven**, **Hothrun**, **Ingrar**, **Morvarr**, and **Torsk**.

Rothtor wants any adventurers who look like spell casters killed as fast as possible, and then wants one character captured alive for interrogation (who hired them? What's their business here, hunting members of the Dark?). Otherwise, they will fight to the death.

Treasure – **Rothtor** carries 3 amethysts in his belt pouch along with 100gp. The thugs carry a total of 300gp on them. Finally, there is Drassauva's *+1 Ring of Protection*.

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party**: Remove the bandit captain
- **Weak Party**: Remove three of the bandits
- **Strong Party**: Remove the six bandits and add two additional bandit captains.
- **Very Strong Party**: Remove bandit captain; replace with a gladiator.

The real Tharaera is bound, gagged, and locked in a room behind one of the secret doors opening into the prison room (if still alive, the bandit captain Rothtor is standing guard over her). At the back of this room is a *gate*: a whirling, visible upright blue-white glowing whorl of swirling light. It's a one-way exit back to Elventree, specifically to Drassauva's bedchamber in the Den of Delights, where Ehrendil awaits (no matter what the adventurers may have done to her in Skulljaw Hill, she's whole and unharmed), behind a line of twenty armed and armored thugs, who are all holding loaded, ready heavy crossbows aimed at the adventurers.

"If you're contemplating making trouble," she tells the adventurers calmly, "the crossbow bolts are all poisoned."

She adds that she can speak for the Dark, being as she leads it ("Yes, I am the infamous Suldran."), and tells the adventurers, "We of the Dark have no desire to make enemies of Those Who Harp; acquiring a Harper agent was a simple accident; she and you are free to depart in peace, if peace you will have. Though I admit to idle curiosity concerning the fate of Drassauva . . ."

Ehrendil/Suldran really doesn't care if the adventurers killed Drassauva, and really means what she says: they are free to go, with the rescued Harper.

If the adventurers can't resist an attack, the crossbows all loose at once—20 swiftsleep-poisoned bolts (*Swiftsleep (Injury)*. Creatures subjected to this blend of three spider venoms must make a DC 17 Constitution saving throw or fall asleep instantly, their unconsciousness lasting 1 hour unless wounded awake; mere shaking won't rouse). Then trapdoors open in the floor under the adventurers, spilling them only 2 feet down but onto oil of taggit-poison-tipped spikes (1d2 piercing damage plus DC 13 Constitution saving throw or be unconscious for 24 hours), and more trapdoors open in the ceiling above them, showering them with some 200 oil of taggit-coated stones (for each stone that hits a character, 1 point of bludgeoning damage plus DC 13 Constitution saving throw or be unconscious for 24 hours).

As a result of this "overkill onslaught," the adventurers all sink into oblivion.

Only to awaken, a day later, unharmed and with all their gear—and an unbound and intact Tharaera—in a ditch beside the coast road, half a day's ride toward Hillsfar from Elventree. They can then continue to Hillsfar and arrive at the Cloverwall Roadhouse to collect the balance of their reward from Furjur (50 gp each).

So ends Adventure Three.

Rewards

Make sure note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP Per Foe
Grick Alpha	2900
Lizardfolk	300
Troll	1800
Ogre	450
Gorgon	1800
Owlbear	700
Drassauva	2300
Rothtor	450
Thugs	600

The **minimum** total award for each character participating in this adventure is **2,000 experience** points.

The **maximum** total award for each character participating in this adventure is **3,000 experience** points.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

    Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

    Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Rothtor's Treasure	500
Thug's Treasure	300
Furjur	50/each

+1 Ring of Protection

A description of this item can be found in the *Dungeon Master's Guide*.

Renown

All faction members **earn one renown point** for participating in this adventure.

Downtime

Each character receives **5 downtime days** at the conclusion of this adventure.

DM Rewards

You receive **450 XP**, **225 gp** and **5 downtime days** for running this session.

Appendix: Monster/NPC Statistics

Drassauva, Weretiger
Medium humanoid (human, shapechanger) neutral

Armor Class: 12
Hit Points: 120
Speed: 30ft. (40ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10	13 (+1)	11

Skills: Perception +5, Stealth +4
Damage Immunities: bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered.
Senses: darkvision 60ft., passive Perception 15
Languages: Common (can't speak in tiger form)

Shapechanger. The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is earing or carrying isn't transformed. It reverts to its true form if it dies.

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

Pounce (Tiger or Hybrid Form Only). If the Weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the Weretiger can make one bite attack against it as a bonus action.

Actions

Multiattack (Humanoid of Hybrid Form Only). In humanoid form, the Weretiger makes two dagger attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

Bite (Tiger or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit*: 8 (1d10+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw (Tiger or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit*: 7 (1d8+3) slashing damage.

Dagger (Humanoid or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit*: 4 (1d4+2) piercing damage. Drassauva bears **two** daggers (at her belt, and down her left boot) and they are poisoned, with a tincture of her own making that is equivalent to the poison known as Malice, only acting by Injury (so, a successful dagger attack deals 1d4+2 piercing damage and the wounded target must make a successful DC 15 Constitution saving throw or be blinded for 1 hour).

Ehrendil (Assassin)

Medium humanoid, neutral

Armor Class: 15 (studded leather)
Hit Points: 78
Speed: 30ft.

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

Saving Throws: Dex +7, Int +5
Skills: Acrobatics +7, Deception +4, Perception +4, Stealth +11
Damage Resistances: poison
Senses: passive Perception 14
Languages: Common, Thieves' Cant
Challenge: 8 (3900 XP)

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

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

Sneak Attack (1/Turn). Ehrendil deals an extra 13 (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 her that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Actions

Multiattack. Ehrendil makes two shortsword attacks.

Shortsword. *Melee Weapon Attack*: +7 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*: +7 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

Grick Alpha

Large monstrosity, neutral

Armor Class: 18 (natural armor)
Hit Points: 75 (10d10+20)
Speed: 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	4 (-3)	14 (+2)	9 (-1)

Damage Resistances: bludgeoning, piercing and slashing damage from nonmagical weapons.
Senses: darkvision 60ft., passive Perception 12
Languages: ---

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The grick makes two attacks: one with its tail and one with its tentacles. If it hits with its tentacles, the grick can make one beak attack against the same target.

Tail. *Melee Weapon Attack*: +7 to hit, reach 10ft., one target. *Hit*: 11 (2d6+4) bludgeoning damage.

Tentacles. *Melee Weapon Attack*: +7 to hit, reach 10ft., one target. *Hit*: 22 (4d8+4) slashing damage.

Beak. *Melee Weapon Attack*: +7 to hit, reach 10ft., one target. *Hit*: 13 (2d8+4) piercing damage.

Lizardfolk

Medium humanoid (lizardfolk), neutral

Armor Class: 15 (natural armor, shield)
Hit Points: 22
Speed: 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills: Perception +3, Stealth +4, Survival +5
Senses: passive Perception 13
Languages: Draconic

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Actions

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

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

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

Javelin. *Melee Weapon Attack*: +4 to hit, reach 5ft. or range 30/120ft., one target. *Hit*: 5 (1d6+2) piercing damage.

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

Troll

Large giant, chaotic evil

Armor Class: 15 (natural armor)
Hit Points: 84
Speed: 30ft.

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

Skills: Perception +1
Senses: darkvision 60ft., passive Perception 11
Languages: Giant

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 5ft., one target. *Hit*: 7 (1d6+4) piercing damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5ft., one target. *Hit*: 11 (2d6+4) slashing damage.

Ogre

Large giant, chaotic evil

Armor Class: 11 (natural armor)
Hit Points: 59
Speed: 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses: darkvision 60ft., passive Perception 8
Languages: Common, Giant

Actions

Greatclub. *Melee Weapon Attack*: +6 to hit, reach 5ft., one target. *Hit*: 13 (2d8+4) bludgeoning damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5ft., one target. *Hit*: 11 (2d6+4) slashing damage.

Javelin. *Melee Weapon Attack*: +6 to hit, reach 5ft. or range 30/120ft., one target. *Hit*: 11 (2d6+4) piercing damage.

Gorgon

Large monstrosity, unaligned

Armor Class: 19 (natural armor)
Hit Points: 114
Speed: 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

Skills: Perception +4
Condition immunities: petrified
Senses: darkvision 60ft., passive Perception 14
Languages: ----

Trampling Charge. If the gorgon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

Actions

Gore. *Melee Weapon Attack*: +8 to hit, reach 5ft., one target. *Hit*: 18 (2d12+5) piercing damage.

Hooves. *Melee Weapon Attack*: +8 to hit, reach 5ft., one target. *Hit*: 16 (2d10+5) bludgeoning damage.

Petrifying Breath (Recharge 5-6). The gorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the greater restoration spell or other magic.

Owlbear

Large monstrosity, unaligned

Armor Class: 13 (natural armor)
Hit Points: 59
Speed: 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills: Perception +3
Senses: darkvision 60ft., passive Perception 13
Languages: ----

Keen Sight and Smell. The owl bear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

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

Beak. *Melee Weapon Attack*: +7 to hit, reach 5ft., one target. *Hit*: 10 (1d10+5) piercing damage.

Claws. *Melee Weapon Attack*: +7 to hit, reach 5ft., one target. *Hit*: 14 (2d8+5) slashing damage.

Bandit

Medium humanoid, chaotic evil

Armor Class: 12 (leather armor)
Hit Points: 11
Speed: 30ft.

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

Senses: passive Perception 10

Languages: Common

Actions

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

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

Bandit Captain

Medium humanoid, chaotic evil

Armor Class: 15 (leather armor)
Hit Points: 65
Speed: 30ft.

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

Saving Throws: Str +4, Dex +5, Wis +2
Skills: Athletics +4, Deception +4
Senses: passive Perception 10
Languages: Common

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

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

Reactions

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

Appendix: Maps

The map labels read: DRASSPURA'S MAGICAL CACHE, MAIN CELLAR, OVERLAPPING CURTAINS, "PRISON ROOM", BANDITS, THARADIA HELD HERE, SHAFT FROM SURFACE TRAPDOOR COMES DOWN HERE, BANDIT, GATE