



THE SCOURGE UNSEEN

CCC-DRUID-01



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The forest haven of Elventree is in peril! Children have been abducted, monsters have breached the town perimeter, and one of the village's druids has gone missing. The local spring seems to be a source of these problems, and you must descend into it to explore the caverns below. Are you a match for the threats beneath Elventree's feet?

A Four-Hour Adventure for 5th-10th Level Characters



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INTRODUCTION

Welcome to *The Scourge Unseen*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

The adventure takes place in and below the forest village of Elventree, neighbor to Hillsfar, the City of Trade. Elventree is situated in the northern fringes of the Cormanthor Forest, just off the southern coast of the Moonsea.

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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

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

BEFORE PLAY AT THE TABLE

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. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and 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.)

PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action. For a list of prominent NPCs featured in this adventure, see *Appendix B. Dramatis Personae*.

ADVENTURE BACKGROUND

The village of Elventree provides a pastoral escape from the troubles of the bustling city of Hillsfar to the west. During the time of Hillsfar's Great Law of Humanity—when non-humans were openly persecuted within city-state's walls—Elventree became a haven for elves, dwarves, halflings, and other non-humans seeking escape from oppression.

Trouble befell Elventree not too long ago when the demon Graz'zt threatened to ruin the Hillsfar region during the Rage of Demons. Fortunately, heroic adventurers banded together from all across Faerûn to cast the demonic invasion back into the Abyss.

In the wake of the disturbance caused by the Rage of Demons, Dark Fey forces arose from Cormanthor, seeking to claim Hillsfar for their own. They sent various agents into the region to subvert society. But again, thanks to heroic adventurers, the Dark Fey were pushed back.

Despite these threats abating, diabolical events leave diabolical scars.

One of the Dark Fey's agents, a hag named Granny Eve-canker, faced defeat against a group of brave adventurers. A prominent night hag from the Border Forest to the west of the Moonsea, Granny Eve-canker's death caused much distress among her sisters there. In retribution, a hag coven known as the Withered Mothers has travelled to the Hillsfar region to sow chaos and misery. Arriving at the area, the Withered Mothers' first set their sights on the peaceful village of Elventree...

LOCATION SUMMARY

The following locations feature prominently in this adventure.

Elventree. A forest village just east of Hillsfar. Quiet and pastoral, the residents are in dire need of defending.

The Stalking Grounds. A series of caverns below Elventree, dotted by ruins in which strange creatures play games of cat-and-mouse with entrapped victims

Witherwind Grove. A grove of trees atop a hill, once an old druidic place of worship, now taken over and defiled by the annis hag coven known as the Withered Mothers

ADVENTURE OVERVIEW

The adventurers either have been summoned to or find themselves in Elventree to investigate a series of disappearances (of children, mostly). The problem quickly reveals itself and the characters must brave a series of underground chambers to track down and rescue the kidnapped folk.

The adventure is broken down into 4 acts:

Act I. Elanil Ellasidil of Elventree summons the adventurers to investigate the troubles plaguing the village. After mere minutes, monsters burst from a local spring and the characters must deal with them.

Act II. The monsters invading Elventree reveal a tunnel below the village. Delving into the tunnel, the adventurers find themselves in the Stalking Grounds, where they must solve a puzzle while fighting off the cavern guardians.

Act III. The adventurers open a passage to another portion of the Stalking Grounds. There, they must solve another puzzle while battling demonic forces.

Act IV. Finally, the adventurers emerge in Witherwind Grove, where they must face the coven of the Withered Mothers.

ADVENTURE HOOKS

The Hillsfar region has been under a near-constant strain of political and social upheaval. While Elventree is somewhat removed from that, the strife in Hillsfar ripples out to the village, meaning plenty of work for ambitious adventurers.

Heroes of Hillsfar. Adventurers know that the Hillsfar region is no stranger to trouble. They have come to Hillsfar in order to work towards the greater good or to line their purses with coin.

Ties to Friend or Family. The adventurers have family or friends who live in or have recently moved to Elventree. News of the disappearances reached the adventurers and they have rushed onto the scene to help. Perhaps a friend or family member is one of those who disappeared!

Emerald Enclave (Faction Assignment). An Elventree druid who was recently inducted into the Enclave has gone missing. Members of the Emerald Enclave have been summoned to find the druid and to subdue threats to the Enclave.

Order of the Gauntlet (Faction Assignment). Trouble for Elventree often means trouble for Hillsfar, down the line. Fearing that these disappearances are part of a bigger scheme, the Order has sent the adventurers to investigate.

ACT I. ELVENTREE

*"The light of day does not reach all
The shadow comes, the shadow comes
To places where light dares not fall
The Shadow comes, the Shadow comes
But push aside all thoughts of dread
The Light awaits, the Light awaits
And lay to rest your worried head
The Light awaits, the Light awaits"*

- Elanil Elassidil,
"Lullaby of the Night White Lady"

AUDIENCE WITH THE MOONSILVER HERALD

Estimated Duration: 40 minutes

The Adventurers are summoned to the home of Elanil Elassidil in Elventree, but the meeting is quickly interrupted.

The sun above beats down without a care upon Elventree. You've been summoned to the tree-top home of Elanil Elassidil, the Moonsilver Herald and Elventree's community leader. She stands before you, across a large desk upon which rest a number of open scrolls.

"The most recent group of children that went missing were last seen here," she says, pointing to a spot just outside the village on a map of Elventree.

Elanil (female moon elf **scout**) shares the following information with the characters.

- Over the past few tendays, malicious occurrences have taken place in Elventree. Several children have gone missing, a local druid has disappeared, and monsters have attacked residents within the perimeters of the village.
- A band of adventurers fought and killed the monsters, but they were unable to track down any signs of the missing individuals. Elanil decided that it was time to bring in more experienced help, thus the adventurers' presence here.
- The occurrences seem to be happening at random. The targets have had no relation to one another. Due to these events, the people of Elventree are nervous and on edge. Families are keeping inside their homes and life in the village has slowed, nearly to a stop.

As Elanil finishes giving the information above, a loud crash is heard from the village below, followed by panicked cries. She implores the adventurers to

follow her and lend their aid handling whatever trouble might be happening below. Before the adventurers rush out, she gives them a **potion of heroism**.

GENERAL FEATURES

Elventree has the following general features.

Terrain. Elventree is composed of houses and shops built not only on the ground, but up along tree trunks and tree-tops as well. The village sprang up around a large, central, common grove. The grove is unpaved and is essentially a field in the village center.

Bridges and paths built into the trunks and branches connect the various houses and business. The treetop paths are mostly wooden planks that form walkways around and above the village green. They are well-built and well-maintained.

Weather. It is a hot day. The sun shines brightly in a clear sky.

Light. Bright sunlight bathes the area. Open windows allow light to fill homes.

Smells and Sounds. The fresh scent of greenery wafting through the trees, the aroma of various meals being prepared, cooking fires crackling, wind whistling through leaves, hushed talk from the few villagers who are out and about

ROLEPLAYING ELANIL ELASSIDIL

Elanil Elassidil, known as the Moonsilver Herald, serves as the de facto leader of Elventree, a position she has held for nearly a century. Famous throughout the Moonsea for her accomplishments as a bard, her true calling is less publicized: Elanil is a high-ranking Harper, and finds herself involved behind the scenes in many of the region's intrigues. She is clever, generous, and kind to those who would be her friends. Elanil is largely responsible for Elventree's peace and safety, even as chaos spreads in the outside world. She takes her role as protector quite seriously, and moves decisively against those who threaten her charges.

Quote: "Elventree has been a haven for all, under my watch. It has been so for the past hundred years and, by Our Lady of Silver, I intend to keep it that way."

Traits: capable leader, gregarious, kind, warm, welcoming

Flaws: growing sedentary, short-sighted regarding matters outside Elventree

STRUGGLE AT THE SPRING

Monsters have burst out of a woodland spring that supplies the town with water.

Following the sounds of danger, you and Elanil rush into the tree line that surrounds the village green. "That sounds like it's coming from the spring," Elanil cries!

The trees grow together tightly around the thin forest past upon which you're dashing. Up ahead, you see that the trees open up to a clearing, the sunlight above filtering dimly through a dense canopy. Several figures move within and screams echo through the trees from the clearing.

Bursting onto the scene, you see a low rock face from which forest spring water pours. Part of the rock face has crumbled onto the forest floor below, forming an opening into the earth. Spring water flows into a shallow pool just below the opening, the pool stretching out to either side of the spring.

A human male sits struggling on the ground as a strange, slimy creature constricts around his body. Off to the side, a group of humans watch in horror as another one of the slimy creatures oozes threateningly towards them.

5 **slithering trackers** have burst out of the spring. One of them is grappling a human named Fazheem Musharra (male Bedine human **druid**). Another one stalks towards a group of villagers (4 assorted human **commoners**) cowering beside the spring. The other 3 are hidden in the spring's pool. When the adventurers rush onto the scene, the 2 visible slithering trackers turn their attention away from the villagers and towards the characters (this releases Fazheem from the grapple).

TRICKS OF THE TRADE

Use the following guidance when running this encounter. These are just possible ways the encounter can play out, and you may run this differently if you choose.

Combat Encounters. While the adventurers are dealing with the visible slithering trackers, the ones in the pool attempt to surprise the adventurers by hiding in the water before attacking (remember that they have advantage when hiding in water due to their *Watery Stealth* ability). Avoid attacking characters with abilities that prevent them from becoming surprised (such as the *alert* feat), focusing fire on surprised characters if the need arises.

If the characters are adjacent to the water, a slithering tracker may use hit-and-run tactics, striking out at a character, then taking its next turn to move back into the water and hide, gaining advantage when attacking characters that do not spot it.

Elanil isn't as capable a combatant as the adventurers and stays out of the fight. If she can do so safely, she either runs to tend to Fazheem or interposes herself between the monsters and the crowd of villagers. She acts defensively and works to protect Fazheem and the villagers from harm.

The monsters fight to the death. If they ever outnumber the party by three or more, they turn their attention to the villagers.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove 2 **slithering trackers**
- **Weak:** Remove 1 **slithering tracker**
- **Strong:** Add 1 **slithering tracker**
- **Very Strong:** Add 2 **slithering trackers**

DEVELOPMENTS

If the adventurers defeat the slithering trackers, they may turn their attention to Fazheem, or the villagers. If questioned about the incident, Fazheem and the villagers share the information below.

- The spring is a local water source for all who dwell in Elventree.
- The villagers were drawing water from the pools when the mouth of the spring burst out into the clearing. Several creatures poured out of the hole. Fazheem attempted to engage with the creatures, but was overcome. Another creature cornered the villagers until the adventurers arrived.
- Fazheem is the husband of Vasili Protopopov (male Damaran human **druid**), a newly-inducted Emerald Enclave druid who recently disappeared. Vasili was investigating the other disappearances outside Elventree. He left home to scout around the area one late afternoon five days ago and never returned.

Once the above information has been conveyed, Fazheem bursts into tears.

With shaking hands, the druid draws a pendant from beneath his tunic. At the end of a fine copper chain is a simple, polished moss agate that glows with a soft, warm light.

"Vasili has the match to this stone," Fazheem explains. "We had them blessed at our wedding. The stones glow softly when our souls are connected. When he disappeared, my stone went dark. I was heartbroken, but I didn't give up hope. And now..."

Fazheem walks into the spring's pool, bringing the stone closer to the opening from which the monsters came. As the stone gets closer, it begins to shine more intensely.

"...The stone shines," the druid says, with a quiver in his voice. He points into the opening in the rock. "Vasili is in there somewhere. I know it."

Elanil implores the adventurers to investigate the opening, offering them a reward of gold if they need motivation to do so (see *Treasure* below). Assuming the adventures agree, move onto *Deep Into That Darkness Peering*.

ROLEPLAYING FAZHEEM MUSHARRA

Fazheem is one of two druids dedicated to nurturing Elventree. He is a mild-mannered individual who enjoys the quiet life in Elventree. A transplant from the Anauroch Desert, Fazheem dresses in Bedine fashion. He is a thin, wiry individual, but his Bedine robes generally hide that from the world. Fazheem is dark-skinned, dark-haired, and sharp-featured.

Quote: "I left the desert long ago and never looked back. Elventree is my home. Its people are my people. We need your help, adventurers."

Traits: gentle, respected, soft-spoken, wise

Flaws: emotional, fainthearted, overly fearful of change

FACTION ASSIGNMENT: EMERALD ENCLAVE

Members of the Emerald Enclave have been told of Vasili's disappearance and asked to find the druid. New inductees to the Enclave tend to be lesser experienced, and the Enclave understands the need to act on their benefit. Finding Vasili is an act of faction charity.

Assignment. Find the missing druid and deliver him back to Elventree safely.

Success Condition. Safely extract Vasili from the Altar of Suffering in Act IV.

FACTION ASSIGNMENT: ORDER OF THE GAUNTLET

The disappearances in Elventree are unsettling enough. However, the Order has heard that other individuals from around the area have disappeared as well. Several dwarf farmers and a former Red Plume from the Hillsfar area have been reported missing. The problem stretches beyond Elventree, and this bodes ill.

Assignment. Find the missing Hillsfarrians, or at least learn of their fate.

Success Condition. Find both Dumb Karl and Conbert in Act III.

TREASURE

Elanil Elassidil promises the adventurers 400 gp if the delve into the forest spring tunnel. This reward is given out at the end of the adventure if the characters survive.

Fazheem removes his moss agate and gives it to the adventurers, saying that it might assist in leading them to wherever Vasili may be. Should the characters complete this adventure, Fazheem lets the adventurers keep the stone, which is worth 200 gp.

DEEP INTO THAT DARKNESS PEERING

The adventurers dive into the spring's opening.

The spring mouth opens up to a narrow tunnel that extends forward, leading you into darkness. Numerous streams of water trickle from points above, feeding the spring. After some time, the tunnel slopes downwards, descending deeper and deeper and deeper below the forest of Cormanthor. A few hundred feet ahead, you come to a halt. The path ahead of you continues down into a flooded tunnel.

After a few seconds, there is a loud roar as a torrent of water comes pouring down the tunnel behind the adventurers. The torrent washes everyone further into the tunnel and each character must make a series of saving throws to avoid injury.

- First, each character must make a DC 12 Strength saving throw. A character that fails the saving throw takes 12 (3d8) bludgeoning damage as the flow of the water smashes them against the tunnel walls. A character that succeeds takes half that damage. Characters that have a swim speed make this saving throw at Advantage.
- Second, each character must succeed in a DC 14 Constitution saving throw or suffer one level of exhaustion from being buffeted around while submerged for as long as they are. Characters that have a swim speed or that can breathe underwater make this saving throw at Advantage.
- Finally, as the torrent dumps them down an underground waterfall and into a pool below, each character must make a DC 14 Dexterity saving throw. A character that fails the saving throw falls into the shallow pool, hitting the floor beneath and taking 9 (3d6) bludgeoning damage from the fall. A character that succeeds on the saving throw manages to cling onto the walls of the waterfall cavern from which they can easily climb down, taking no damage. Characters that have a climb speed make this saving throw at Advantage.

The torrent has flushed the adventurers into the next part of the adventure. Move on to *Act II. Halls of the Three Queens*.

ACT II. HALLS OF THREE QUEENS

*This is that very Mab
That plaits the manes of horses in the night
And bakes the elflocks in foul sluttish hairs,
Which once untangled, much misfortune bodes.
This is the hag, when maids lie on their backs,
That presses them and learns them first to bear,
Making them women of good carriage.*
- Mercutio to Romeo
Romeo & Juliet, Act I, Scene 4

ACTS OF VENERATION

Estimated Duration: 60 minutes
Having been swept through a tunnel and down an underground waterfall, the adventurers find themselves in a strange, temple-like space. Refer to *Appendix E. Halls of the Three Queens Map*.
The adventurers start in location 1. *Entry Pool*.

GENERAL FEATURES

The Halls of Three Queens has the following general features:

Terrain. Aside from the initial cavern, the halls' floors are flat and smooth. Pools of water cover several of the rooms, while a layer of ice covers another. The area covered in water and ice and slick and slippery, making them difficult terrain.

Light. Aside from the dim light provided by the bioluminescent fungi in location 1, the halls are pitch dark. Characters who cannot see in the dark must provide a light source.

Smells and Sounds. Stale air, an unplaceable musky aroma, the trickle of water, the echo of the adventurers' boots treading on stone floors

Architecture. The halls were crafted by gnomes for human occupants. The design of the place reveals this, with walls decorated by ornamental, engaged columns that break up the otherwise flat surfaces. Ceilings are 10 feet high throughout the temple, and the entire temple is desecrated ground.

FAZHEEM'S MOSS AGATE

As the adventurers press forward through the adventure, drawing closer and closer to Vasili, the moss agate that Fazheem gave the adventurers glows brighter. You use this as a means of keeping the players on track, indicating that they are headed on the right direction towards the missing druid.

HISTORY OF THE HALLS

The Halls of the Three Queens was an underground temple dedicated to the veneration of evil gods. The goddesses Auril,

Beshaba, and Umberlee were the most venerated, but other gods were worshipped there as well. It was abandoned for unknown reasons centuries ago, its connecting passageway to the surface forever lost under layers of rock and dirt.

The Halls of the Three Queens and the connected Princes Terraces above bear residual diabolic energies from the centuries of evil worship. The Withered Mothers detected these foul energies when they claimed Witherwind Grove, finding the halls and the terraces a suitable location beneath the Cormanthor Forest from which to send their minions out. Several branching tunnels connect to the waterfall cavern from above, exiting out onto various spots around Elventree.

Vasili was brought through here by the Withered Mothers' lackeys (a host of demons summoned from the Princes' Terraces) before being dragged up to Witherwind Grove, as were the kidnapped children. Signs of those abducted individuals can still be found throughout the halls.

THE STALKING GROUNDS

The Halls of the Three Queens and the Princes' Terraces are part of a larger network of underground areas called the Stalking Grounds. The two areas detailed in this adventure are only part of it.

The Stalking Grounds extend beneath the Hillsfar and Cormanthor areas in varying degrees, connected in different ways. Some portions are large, open, cavernous areas, while others are more confined and claustrophobic. Some rooms have been crafted by intelligent hands, while others remain in the state in which they were naturally found.

The Stalking Grounds has a wicked and bloody history, used by various cults and claimed by forces of drow and duergar looking to invade the World Above. Today, its remains are mostly abandoned, some parts lost to the ages. However, unknown forces may still lie in wait or in hiding in the underground network's depths.

1. ENTRY POOL

The torrent dumps the adventurers into this cavern.

You shake your head clear of the now subsiding torrent. As your senses return, you find yourself in a natural cavern, standing in a shallow pool. Glowing fungi grow all along the rock walls, bathing the cavern in a dim blue light. In the dim light, you see that at one end of the cavern, masoned walls and an ascending stairway indicate the presence of a structure crafted by civilized hands.

The pool varies in depth from 1-2 feet. At the bottom of the steps rests a child-sized shoe (lost by one of the kidnapped children as they were being dragged through).

2. THE ENTRY HALL

The first hall reveals a clue regarding the temple's nature to the adventurers.

The stairs ascend to a rectangular room. Water trickles from a level above and to the right, flowing into another hall directly in front of you. To your left, phrases are carved onto a stone plate that hangs on the wall.

A small, metal object lies in the middle of the floor

The small object is a cloak clasp stamped with the stag-head emblem of the Emerald Enclave. It fell off of Vasilis's cloak as he was being dragged through the halls. His cloak fell off as well and lies in Room 6.

Give the players *Player Handout 1. Three Queens Entry Hall Message*. The stone plate clues the adventurers in on what they must do in order to open the path upwards into this dungeon's next level (The Princes' Terraces). However, the clues on the stone plate are written in ancient text.

TRANSLATING THE STONE PLATE

The adventurers identify the writing as an old form of Thorass, the language from which Common is derived. The phrases can be translated in a number of ways.

- Industrious players may enjoy the challenge of translating the phrases using their intuition. Since each glyph of the Thorass alphabet corresponds to a letter in the English alphabet, players may apply techniques for solving substitution ciphers to this puzzle.
- You may inform the players that the Thorass alphabet can be found in the *Sword Coast Adventurer's Guide*. A similar, but older version of the alphabet appears in *Ed Greenwood Presents Elminster's Forgotten Realms*. They may use either of these books to decode the puzzle.
- If neither of the above books is on hand, you may give the players *Player Handout 2. Thorass Alphabet*, which they may then use to decode the puzzle.
- If your players are not the puzzle-solving sort, you may give them *Player Handout 1a. Three Queens Entry Hall Message Translated*, or you may simply read the translation to them:

*"To open the path
Kneel before the Queen
Bow before the Lady
Blow a kiss to the Maiden"*

VENERATING THE THREE QUEENS

To open the exit from this area and move on, the adventurers must do the following in the order mentioned by the stone plate.

- Kneel before the symbol of Umberlee, the Queen of the Depths (Room 4)
- Bow before the symbol of Beshaba, Lady Doom (Room 5)
- Blow a kiss to the symbol of Auril, the Frostmaiden (Room 8)

As with the translation puzzle above, learning what the instructions mean may take some figuring out. You may handle this in several ways.

- Players knowledgeable of Forgotten Realms lore may know the various deities' other names.
- You may again direct the players to the *Sword Coast Adventurer's Guide* or to *Elminster's Forgotten Realms*. Information regarding all of the deities mentioned in this adventure can be found in either of those books.
- Otherwise, a successful DC 10 Intelligence (Religion) check reveals details about the deities represented (see the respective numbered room sections below).

3. TRAPPED HALLWAY

This nondescript hallway is similar in appearance to the rest of the temple. However, it is magically trapped.

TRAPPED HALLWAY

A 10-foot square portion of the **trapped hallway** ceiling (as indicated by the yellow magic circle on the map) is inscribed with a *glyph of warding*.

Detection and Disabling. A character inspecting the ceiling detects the trap with a successful DC 13 Wisdom (Perception) check. Tampering with the glyph in any way triggers it. Nothing short of casting *dispel magic* disables the glyph.

Trigger. The glyph triggers when at least three creatures that are not neutral evil or chaotic evil in alignment cross beneath the glyph (in any direction) or stand beneath it.

Effect. The glyph flares with a sickly yellow light and *synaptic static* blasts out from the midpoint in a 20' radius sphere. Each creature in the sphere must make a DC 13 Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this spell. Targeted creatures takes 27 (8d6) psychic damage on a failed save or half as much damage on a successful save.

After a failed save, a target has muddled thoughts for 1 minute. During that time, it rolls a d6 and subtracts the number rolled from all its attack rolls and ability checks, as

well as its Constitution saving throws to maintain concentration. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.

4. UMBERLEE

This floor of this room is covered with a layer of water. When you step inside, a symbol inscribed on the chamber floor begins to glow sea green: an image of two waves cresting in opposite directions.

This room glorifies Umberlee, the chaotic evil goddess of the sea. Give the players one or both of the handouts for Room 4. If the players are unfamiliar with Umberlee's titles, they may research her in one of the books mentioned above. Alternatively, characters that succeed in a DC 10 Intelligence (Religion) check recall that the goddess is also known as *the Bitch Queen*, *the Queen of the Depths*, and *the Wavemother*.

Umberlee is the Queen spoken of in the Entrance Hall's Stone Plate. If an adventurer kneels in veneration while within the room, the symbol's glow changes color from sea green to white. Doing so fulfills the first veneration required to open the exit to this area.

At the edge of the pool, just below the stairs from which the flow of water enters the room, lies a child-sized bracelet that fell off one of the kidnapped children as they were being dragged through. The bracelet is merely a trinket and has no significant monetary value.

ON EXPLICIT LANGUAGE

If you are playing this adventure with younger players at your table, be mindful of using the "Bitch Queen" epithet when referring to Umberlee. While the goddess' title is canon within the Forgotten Realms, there is no need to sling it around casually when there are other titles that can be used. Feel free to create appropriate alternative titles instead (such as *the Queen of Crashing Waves*, *the Tempest Queen*, *the Watcher in the Deep*, etc.) Keep your players' sensibilities in mind and maintain an inclusive environment for all! If you are playing this as a D&D Adventurers League game, keep in mind the Code of Conduct.

5. BESHABA

The floor and walls of this room are stained black, as if burnt. Water trickles in from a room above, pooling in a corner before flowing out into a room below. When you step inside, a symbol inscribed on the chamber floor begins to glow bright orange: an image of antlers mounted on a triangular plaque.

This room glorifies Beshaba, the chaotic evil goddess of misfortune. Give the players one or both of the handouts for Room 5. If the players are unfamiliar with Beshaba's titles, they may research her in one of the books mentioned above. Alternatively, characters that succeed in a DC 10 Intelligence (Religion) check recall that the goddess is also known as *the Maid of Misfortune*, *Lady Doom*, and *Black Bess*.

Beshaba is the Lady spoken of in the Entrance Hall's Stone Plate. If an adventurer bows in veneration while within the room after kneeling in Umberlee's chamber (Room 4), the symbol's glow changes color from orange to white. Doing so fulfills the second veneration required to open the exit to this area.

Nothing happens if the adventurers have not yet knelt in Umberlee's chamber.

6. MALAR

The floor and walls of this chamber are covered in a layer of greenery, a musky forest smell filling the room. Water flows in from rooms above, pooling into the center of the chamber before flowing out to another chamber below. When you step inside, a symbol inscribed on the chamber floor begins to glow bright amber, its light magically piercing through the greenery: an image of some beast's wicked, sharp-clawed paw.

This room glorifies Malar, the chaotic evil god of the hunt. Give the players one or both of the handouts for Room 6. If the players are unfamiliar with Malar's titles, they may research him in one of the books mentioned above. Alternatively, characters that succeed in a DC 10 Intelligence (Religion) check recall that the god is also known as *the Beastlord* and *the Black-Blooded One*.

Vasili's cloak lies among the vegetation here, as do several other items: a few, small, child-sized cloaks, several satchels filled with old, rotting food, and a

rusty, dull paring knife that used to belong to one of the kidnapped children.

7. ASMODEUS

The floor of this room is taken up almost entirely by a large pit. When you step to the edge, a symbol shimmers into view, hovering a few feet above the pit. The symbol glows bright green: an image of three inverted triangles arranged in a long triangle.

This room glorifies Asmodeus, the chaotic evil god of indulgence. Give the players one or both of the handouts for Room 7. If the players are unfamiliar with Asmodeus' titles, they may research him in one of the books mentioned above. Alternatively, characters that succeed in a DC 10 Intelligence (Religion) check recall that the god is also known as *the Lord of the Ninth*, *the Cloven*, and *Old Hoof and Horn*.

The pit is 40 feet deep. 10 feet below the lip is a layer of impenetrable darkness that wafts like smoke, preventing characters from seeing any deeper in unless they have special means of seeing through magical darkness (such as a warlock's *devil's sight* invocation).

The temple's guardian lairs in this pit (see *The Guardian* below for more details).

8. AURIL

The floor and walls of this room are covered in a layer of ice. In one corner of the room, the ice melts, sending runoff flowing down into two rooms below. When you step inside, a symbol inscribed on the chamber floor begins to glow bright blue: an image of a perfect, six-pointed snowflake.

This room glorifies Auril, the neutral evil goddess of winter. Give the players one or both of the handouts for Room 8. If the players are unfamiliar with Auril's titles, they may research her in one of the books mentioned above. Alternatively, characters that succeed in a DC 10 Intelligence (Religion) check recall that the goddess is also known as *the Frostmaiden*, *Lady Frostkiss*, and *Icedawn*.

Auril is the Maiden spoken of in the Entrance Hall's Stone Plate. If an adventurer blows a kiss in veneration while within the room after bowing in Beshaba's chamber (Room 5), the symbol's glow changes color from blue to white. Doing so fulfills

the third veneration required to open the exit to this area. See *Moving Onward* for more details once all three requirements have been fulfilled.

Nothing happens if the adventurers have not yet bowed in Beshaba's chamber.

Once this third veneration is completed, the layer of ice on the floor cracks. A chink of the ice in the center of the room gives way to a shallow pool beneath, in which lies a small object that may be pulled out of the pool with ease. The object is a magic tem: **Iron Bands of Bilarro** called Asharam's Orb of Ensnaing (see *Treasure* at the end of this act).

9. CYRIC

This chamber is completely silent. Water flows in from a room above, soundlessly flowing against a wall out to another chamber below. When you step inside, a symbol inscribed on the chamber floor begins to glow bright purple: an image of a skull surrounded by sun-like rays.

This room glorifies Cyric, the chaotic evil god of lies. Give the players one or both of the handouts for Room 9. If the players are unfamiliar with Cyric's titles, they may research him in one of the books mentioned above. Alternatively, characters that succeed in a DC 10 Intelligence (Religion) check recall that the god is also known as *the Prince of Lies* and *the Dark Sun*.

10. TALOS

The floor and walls of this chamber seem to radiate electricity, causing your hair to stand on end when you enter. When you step inside, a symbol inscribed on the chamber floor begins to glow bright yellow: an image of three lightning bolts radiating from a single point.

This room glorifies Talos, the chaotic evil god of storms. Give the players one or both of the handouts for Room 10. If the players are unfamiliar with Talos' titles, they may research him in one of the books mentioned above. Alternatively, characters that succeed in a DC 10 Intelligence (Religion) check recall that the god is also known as *Stormlord* and *the Destroyer*.

THE GUARDIAN

A **behir** has been bound to the temple and acts as its guardian, lairing in the pit in Room 7. The first time an adventurer sets foot in Room 7 or fulfills the first veneration (kneeling to Umberlee in Room 4) the behir rises up out of the pit to attack.

As guardian of the Temple, the behir can move freely through the halls without having to squeeze through the connecting corridors, despite its Huge size—it simply slithers through.

DEVELOPMENT

The adventurers will most likely trigger the temple guardian (or guardians) before completing all of the venerations. When the guardian attacks or is hit by a damaging attack or spell, the adventurers notice the creature interacting with the magic of the temple.

Read or paraphrase the passage below, adjusting the text if there is more than one guardian creature.

As the guardian acts, the symbols within the room seem to react: flaring brightly when the guardian attacks or dimming slightly when the guardian gets hurt.

If a veneration is performed while the guardian is present, it imposes a negative effect on the creature. If there is more than one guardian creature, these negative effects apply to all of them.

- When the second veneration is performed (bow to Beshaba in Room 5), the guardian becomes restrained until the end of its next turn.
- When the third veneration is performed (blow a kiss to Auril in Room 8), the guardian becomes stunned until the end of its next turn.

TRICKS OF THE TRADE

Use the following guidance when running this encounter. These are just possible ways the encounter can play out, and you may run this differently if you choose.

Combat Encounters. This encounter is meant to be very difficult! The adventurers should be encouraged to work on solving the veneration puzzle as combat progresses, since performing the venerations has negative effects that may help the characters.

The guardians fight to the death, doing everything within their power to keep the adventurers from leaving the halls once the third veneration is performed and the path above opens.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Replace the **behir** with 2 **bone nagas**
- **Weak:** Replace the **behir** with 1 **bone naga** and 1 **spirit naga**
- **Strong:** Add 1 **bone naga**
- **Very Strong:** Add 1 **spirit naga**

TREASURE

The guardian creature (or one of the guardian creatures) wears an ornate, segmented, adamantine collar inlaid with platinum and studded with exquisitely cut ruby, citrine, emerald, and sapphire gems. This collar is worth 1,000 gp and can be worn as a belt by most Medium creatures or as a sash by most Small creatures.

The adventurers may also claim the **Iron Bands of Bilarro**. See *Player Handout 6. Magic Items* for more information regarding this magic item.

MOVING ONWARD

Once the third veneration is performed (blow a kiss to Auril in Room 8), a short but violent rumble ripples through the temple. A hole appears on the ceiling at the far corner of Room 10 (as indicated by the dashed circle). This hole leads up to the Princes' Terraces.

Once the hole opens, a character needs only to stand beneath it to magically ascend upwards 120 feet into the next area. The guardian is bound to the Halls of the Three Queens and is unable to follow upwards, so the adventurers may opt to simply leave the encounter behind (though they miss the opportunity to get the 1,000 gp collar). If the adventurers opt to leave while the guardian is still alive, the guardian shoots a *lightning bolt* up the hole as a parting shot. Adventurers who are caught in the bolt have disadvantage on their saving throws due to being unable to control their bodies as they ascend.

XP AWARD

If the characters successfully complete each veneration and open the path to the Princes Terraces, award each character 200 XP.

ACT III. THE PRINCES' TERRACES

*The first prince was two all at war with himself
The second, a liar—deception itself
The third was indulgence and wanting, intense
The fourth was sheer hunger beyond any sense
The fifth one was rotting, both body and soul
The sixth prince was anger beyond any toll
The seventh was greed, wanting to consume all
The eighth prince was death and the end of us all*
- Elanil Elassidil,
"The Rage of Demons" from her Hymns of Hillsfar

Estimated Duration: 80 minutes

The adventurers are magically drawn upwards into another portion of the Stalking Grounds, further into danger. They begin this level in Area 1 (see section 1. *Lowest Terrace* below).

A blast of frigid air cuts past you as you rise up to another portion of the temple. You emerge into a large cavern that glows with a sick, reddish light. Terraced ledges rise above you, their cliff faces covered with creeping vines.

Carved onto the cliff faces are large words, unobstructed by growth. The vines seem to avoid creeping over the harshly-carved glyphs.

A stone slab sits on the cavern floor in front of you. On its surface stand a series of stone statuettes. The statuettes are about 8" tall apiece and depict a variety of monstrous creatures.

GENERAL FEATURES

The Princes' Terraces has the following general features:

Terrain. The cavern floors are naturally rough but do not impede movement.

The vine growths on the cliff faces are thick and sturdy. Characters may climb across and up or down the cliff faces using the climbing rules found in the *Player's Handbook*.

Environment. The cavern is muggy and humid. Swarms of gnats and other unpleasant (yet harmless) insects infest the vine growths in patches. Water trickles down the walls in small, slim streams, coming from tiny natural vents in the cavern walls.

Light. The reddish light comes from bioluminescent fungi growing throughout the cavern's walls and ceiling. The fungi bathe the cavern in dim light.

Smells and Sounds. The dank smell of wild growth, the pungent musk of fungi, insects buzzing loudly, vines rustling in hand, water running along stone walls

1. LOWEST TERRACE

The hole through which the adventurers ascend from the Halls of the Three Queens opens up on the floor of this area (as shown on *Appendix F. The Princes' Terraces Map*). The stone slab mentioned in the box text sits on this level just beside the hole.

When an adventurer first investigates the slab or the statuettes, they receive a telepathic message.

A sibilant, whispering voice, more thought than sound, penetrates into your mind.

"The Princes of the Abyss are before you. Reunite their servants with them to pass."

This message clues the adventurers in on what they must do in order to open the path upwards into the level above (Witherwind Grove).

THE STATUETTES

There are 15 statuettes resting on the stone slab, one of each of the following.

- Babau – a bloodthirsty, hook-headed demon
- Black Pudding – a large, slimy ooze
- Bodak – a horrific-faced undead
- Ettin – a two-headed giant
- Flind – a large, hyena-like monster standing upright
- Gelatinous Cube – a cube-shaped ooze
- Ghoul – an undead creature with razor-sharp teeth and a long, wicked tongue
- Ixitxachitl – a manta ray-like creature with a wicked look in its eyes
- Mimic – a creature disguised as a treasure chest with eyes and a mouth full of sharp teeth
- Minotaur – a bull-headed humanoid
- Myconid – a mushroom-like humanoid
- Shambling Mound – a vaguely-humanoid, walking mass of rotting plants
- Shoosuva – a hyena-like demon with a tail that ends in a deadly stinger
- Succubus – a demon with the appearance of a beautiful woman, its fingers ending in sharp claws
- Tanarukk – an orc with bull-like horns and demonic features

The words carved into the cliff faces are the names of 8 Demon Princes (from lowest to highest): *Demogorgon, Fraz Urb'luu, Graz'zt, Yeenoghu, Baphomet, Zuggtmoy, Juiblex, and Orcus*. Like the phrases in the Halls of the Three Queens, these names are inscribed in old Thorass. As above, you

may handle translating these names as you and your players see fit.

To open the path out of the Princes' Terraces, the correct statues must be placed in front of each of the Demon Princes' names. Matching the Demon Princes with their corresponding statuettes requires some knowledge of the Demon Princes and their associated monsters. You may handle this in several ways.

- Seasoned players may know this information. If that is the case, let the players use their knowledge to solve the puzzle—don't make character knowledge an issue.
- Players may research the various monsters and Demon Princes in the *Monster Manual*, *Volo's Guide to Monsters*, *Mordenkainen's Tome of Foes* and *Out of the Abyss*.
- If the players are unfamiliar with the creatures and the Demon Princes, and none of the above books are on-hand, the players may resort to ability and skill checks to recall the needed information. Guidance for what the adventurers may know about each Demon Prince is given in the subsequent sections below.

If you have the appropriate miniatures, you may visually represent the statuettes by spreading out the various miniatures in front of the players.

2. DEMOGORGON

The rock face between the two ascending cliffs on this terrace has the name "Demogorgon" carved into it in old Thorass. A successful DC 10 Intelligence (Arcana), (History), or (Religion) check divulges the following information about Demogorgon:

- Demogorgon is known as the Prince of Demons, the Sibillant Beast, and the Master of the Spiraling Depths.
- This Demon Prince is a two-headed creature that embodies madness and chaos.
- A race of underwater-dwelling creatures in the Underdark worships him.

If the ettin or ixitxachitl statuette is placed on the floor below the Demon Prince's name, the carving starts to glow bright white.

If any other statuette is offered to the Demon Prince, a **blast of maddening energy** bursts out of the glyphs. All characters in Area 2 must make a DC 14 Charisma saving throw, taking 8 (2d8) psychic damage on a failed save or half as much damage on a successful one.

3. FRAZ URB'LUU

The rock face ascending upwards from this terrace has the name "Fraz Urb'luu" carved into it in old Thorass. A successful DC 10 Intelligence (Arcana), (History), or (Religion) check divulges the following information about Fraz Urb'luu:

- Fraz Urb'luu is known as the Prince of Deception and the Demon Lord of Illusions.
- This Demon Prince has a gargoyle-like appearance, but can alter his shape, looking hideous or beautiful as his needs arise.
- His servants are often deceivers cloaked in disguise.

If the mimic or succubus statuette is placed on the floor below the Demon Prince's name, the carving starts to glow bright white.

If any other statuette is offered to the Demon Prince, a **blast of malevolent psychic energy** bursts out of the glyphs. All characters in Area 3 must make a DC 14 Intelligence saving throw, taking 8 (2d8) psychic damage on a failed save or half as much damage on a successful one.

4. GRAZ'ZT

The rock face ascending upwards from this terrace has the name "Graz'zt" carved into it in old Thorass. A successful DC 10 Intelligence (Arcana), (History), or (Religion) check divulges the following information about Graz'zt:

- Graz'zt is known as the Dark Prince and the Prince of Pleasure.
- This Demon Prince is the embodiment of wanton indulgence.
- He surrounds himself with the most beautiful of servants, but is capable of the most horrible violence when provoked. It is said that drops of his blood created horrible demons.

If the babau or succubus statuette is placed on the floor below the Demon Prince's name, the carving starts to glow bright white.

If any other statuette is offered to the Demon Prince, a **wave of withering energy** bursts out of the glyphs. All characters in Area 4 must make a DC 14 Wisdom saving throw, taking 8 (2d8) necrotic damage on a failed save or half as much damage on a successful one.

AN INVALID

Lying injured on the cavern floor by the cliff face ascending to Area 6 is an unconscious dwarf. This figure is Dumb Karl (male shield dwarf **bandit**). Characters that played through DDE03-05 *Bane of the Tradeways* may recognize the local farmer. Karl is injured, bearing bruises and wounds. A successful DC 10 Wisdom (Medicine) check ensures his survival, but it takes nothing short of magical healing to bring him back to consciousness. If revived, Karl relays the following information.

- Karl heard about the kidnappings in Elventree from a cousin of his who lived there.
- He and a cadre of his dwarven friends set out to find the missing children. They came upon a strange creature dragging a sack of some sort through the edge of the Cormanthor Forest.
- The creature was humanoid, but large—at least 8 feet tall—with bruised, ashen skin and a wicked humped back.
- They trailed the creature for a few minutes, but the snap of a twig gave his group away. The creature turned to reveal a horrifying woman's face. It cackled terribly, and the ground gave way under Karl and his company.
- They fell through the ground into a rushing underground river. Some of his companions perished then. The river dumped them into a strange underground complex.
- As they navigated their way through the complex, they were attacked by a vicious creature there. The creature managed to slay the rest of his group as they were puzzling how to get out. Only Karl survived the ordeal.
- He found his way here to this ledge where he was attacked by a wicked demon with a hooked head. He fought, but was struck down. He miraculously survived, lying here until the adventurers found him.
- Before falling unconscious, Karl heard a weak cry for help elsewhere in the cavern (in the general direction of Area 5).

If he is revived and healed, he asks to accompany the party, rather than remain behind. Even with magical healing, though, Karl is too injured and stays out of danger.

ROLEPLAYING DUMB KARL

A homely male hill dwarf that provides much of the grain sold in Hillsfar. His moniker is actually an ironic nickname given to him by locals. Despite his common way of speaking, he's actually quite bright--something that becomes quickly

apparent as he prattles off on obscure bits of information regarding whatever topic he finds particularly engaging.

Quote: "Funny thing you mentioned that. Let me tell you more about it."

Traits: outgoing, perceptive, perseverant, skilled, strong

Flaws: impatient, loud, suspicious of authority

5. YEENOGHU

The larger rock face ascending upwards from this terrace (into area 8) has the name "Yeenoghu" carved into it in old Thorass. A successful DC 10 Intelligence (Arcana), (History), or (Religion) check divulges the following information about Yeenoghu:

- Yeenoghu is known as the Beast of Butchery and the Gnoll Lord.
- This Demon Prince is the embodiment of slaughter and senseless violence.
- The Beast of Butchery created gnolls, hyena-like servants in his own image.

If the flind or shoosuva statuette is placed on the floor below the Demon Prince's name, the carving starts to glow bright white.

If any other statuette is offered to the Demon Prince, a **barrage of stone spikes** bursts upward from the terrace floor. All characters in Area 5 must make a DC 14 Dexterity saving throw, taking 8 (2d8) magical piercing damage on a failed save or half as much damage on a successful one. The spikes retract back into the ground afterwards.

A PRISONER

Tangled up in the vines on the cliff face ascending up to Area 8 is an unconscious figure. This figure is Conbert (male Damaran human **guard**). Characters that played through DDE03-09 *The Waydown* may recognize the former Red Plume.

He is heavily entangled and difficult to find. It takes a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check to find him among the vines. This check is made at Advantage if the characters were told about Conbert's presence here by Dumb Karl.

The vines restraining him are tight, but easy enough for the adventurers to cut. If freed, Conbert relays the following information.

- Having heard of the troubles in Elventree, he set out to investigate the children's disappearances a couple of days ago.
- While investigating the forest around Elventree, he was knocked out and captured. His captor

slithered through the woods and struck faster than he could act. All he saw was a flash of green skin, rotting teeth, and long, horrid claws.

- He has been drifting in and out of consciousness in this cavern since his capture, restrained by the vines.
- He has since lost track of time, but not too long ago, he heard the sound of combat elsewhere in the cavern (in the general direction of Area 4).

Due to his weakened state, Conbert is in no shape for combat. However, he would rather travel with the party, rather than remain on his own.

ROLEPLAYING CONBERT

Once a star-struck recruit stationed at the Red Plume garrison guarding the Waydown, Conbert has come into his own. Not much more than a youth, Conbert began to exhibit confidence and initiative that led to his transfer back to Hillsar. He still dreams of one day being a renowned performer, but the troubled plight of Hillsar stoked within him a desire to serve the populace and do good for the city. He goes about his duty lightly humming to himself.

Quote: "There's been so much trouble hereabouts, one might wonder how one can stand it."

Traits: bright-eyed, capable, courageous, idealistic

Flaws: naïve, prone to rash decisions, short-sighted

6. BAPHOMET

The rock face between the two ascending cliffs on this terrace has the name "Baphomet" carved into it in old Thorass. A successful DC 10 Intelligence (Arcana), (History), or (Religion) check divulges the following information about Baphomet:

- Baphomet is known as the Prince of Beasts and the Horned King.
- This Demon Prince seeks to overthrow the weakness of civilization with the strength of savagery.
- The horned king rules over minotaurs. His servants often take on minotaur-like features.

If the minotaur or tanarukk statuette is placed on the floor below the Demon Prince's name, the carving starts to glow bright white.

If any other statuette is offered to the Demon Prince, a **blast of stone shards** bursts out of the glyphs. All characters in Area 6 must make a DC 14 Strength saving throw or be pushed 10 feet to fall into the nearest pit.

7. ZUGGTMOY

The rock face ascending upwards from this terrace has the name "Zuggtmoy" carved into it in old Thorass. A successful DC 10 Intelligence (Arcana), (History), or (Religion) check divulges the following information about Yeenoghu:

- Zuggtmoy is known as the Demon Queen of Fungi and the Lady of Rot and Decay.
- This Demon Lord seeks to infect all living things with her spores, transforming all life into mindless servants.
- Zuggtmoy is often surrounded by rotten plant and animal matter—victims that have been infected by her spores and consumed by the mushrooms and fungi she spawns.

If the myconid or shambling mound statuette is placed on the floor below the Demon Lord's name, the carving starts to glow bright white.

If any other statuette is offered to the Demon Lord, a **cloud of toxic spores** bursts out of the glyphs. All characters in Area 7 must make a DC 14 Constitution saving throw, taking 8 (2d8) poison damage on a failed save or half as much damage on a successful one. The spore cloud dissipates afterwards.

8. JUIBLEX

The rock face ascending upwards from this terrace has the name "Juiblex" carved into it in old Thorass. A successful DC 10 Intelligence (Arcana), (History), or (Religion) check divulges the following information about Juiblex:

- Juiblex is known as the Faceless Lord and the Oozing Hunger.
- This Demon Prince is a shapeless mass of slime that seeks to consume everything in existence. It is horrifying and hungry and all-consuming.
- The Oozing Hunger is so alien that only the truly insane worship it. Juiblex "blesses" its worshippers with vaguely humanoid, oozing forms.

If the black pudding or gelatinous cube statuette is placed on the floor below the Demon Prince's name, the carving starts to glow bright white.

If any other statuette is offered to the Demon Prince, a **torrent of acidic slime** washes out from the glyphs. All characters in Area 8 must make a DC 14 Dexterity saving throw, taking 8 (2d8) acid damage on a failed save or half as much damage on a successful one.

9. ORCUS

The side of the dais rising up over the floor of this area has the name “Orcus” carved into it in old Thorass. A successful DC 10 Intelligence (Arcana), (History), or (Religion) check divulges the following information about Orcus:

- Orcus is known as the Demon Prince of Undeath and the Blood Lord.
- This Demon Prince takes pleasure in suffering and seeks to snuff out all life, turning all living creatures into undead servants.
- Orcus lords over zombies, skeletons, wights, and other undead. His servants tend to be necromancers and the undead armies they command.

If the bodak or ghoulish statuette is placed on the floor below the Demon Prince’s name, the carving starts to glow bright white.

If any other statuette is offered to the Demon Prince, a **blast of necrotic energy** bursts out of the glyphs. All characters in Area 9 must make a DC 14 Constitution saving throw, taking 8 (2d8) necrotic damage on a failed save or half as much damage on a successful one.

Resting at the foot of the dais by the southeast wall of this area is a single arrow. This missile is an **Unbreakable Arrow** called Shadowneedle (see *Treasure* at the end of this act).

ENCOUNTERS IN THE PRINCES’ TERRACES

As the adventurers make their way up the terraces, they encounter some of the Demon Princes’ forces, summoned by the invocation of their lords’ names. Each Demon Prince has several monster groups given in the lists below.

It is up to you to decide which monster groups the adventurers encounter as they match statues with their respective demon princes. You may decide which groups to use based on which monsters you find most interesting to run, which monsters your players may have the most fun facing, which monsters would most challenge your players, another reason altogether, or some combination of those reasons.

For the sake of this adventure, the party is expected to encounter **3 or 4 of these monster groups**. Three difficulty levels are given below. Feel free to mix and match these encounters as you see fit for the characters. Keep in mind that these

encounters should challenge the adventurers and use up some of their resources before the final encounter in Act IV.

Read or paraphrase the following text when you unleash an encounter.

The glyphs in front of you brightly flare up and you are momentarily blinded. Squinting to restore your eyesight, you discover that several monsters have appeared nearby on the terrace!

MONSTER GROUPS, EASY DIFFICULTY

Demon Prince	Monsters
Demogorgon	2 ettins
Fraz Urb’luu	1 succubus/incubus & 2 mimics
Graz’zt	1 succubus/incubus & 1 babau
Yeenoghu	1 gnoll pack lord, 1 gnoll fang of Yeenoghu, & 3 gnoll flesh gnawers
Baphomet	3 minotaurs
Zuggtmoy	1 shambling mound & 2 thornies
Juiblex	2 black puddings
Orcus	1 bodak & 1 ghast

MONSTER GROUPS, MEDIUM DIFFICULTY

Demon Prince	Monsters
Demogorgon	3 ettins
Fraz Urb’luu	2 succubus/incubus & 2 mimics
Graz’zt	1 succubus/incubus & 2 babau
Yeenoghu	2 gnoll pack lords, 1 gnoll fang of Yeenoghu, & 3 gnoll flesh gnawers
Baphomet	2 minotaurs & 1 tanarukk
Zuggtmoy	2 shambling mounds
Juiblex	3 black puddings
Orcus	1 bodak & 2 ghosts

MONSTER GROUPS, HARD DIFFICULTY

Demon Prince	Monsters
Demogorgon	4 ettins
Fraz Urb’luu	2 succubus/incubus & 4 mimics
Graz’zt	2 succubus/incubus & 2 babau
Yeenoghu	2 gnoll pack lords, 2 gnoll fangs of Yeenoghu, & 4 gnoll flesh gnawers
Baphomet	2 minotaurs & 2 tanarukks
Zuggtmoy	2 shambling mounds & 4 thornies
Juiblex	4 black puddings
Orcus	1 devourer

TRICKS OF THE TRADE

Use the following guidance when running this encounter. These are just possible ways the

encounter can play out, and you may run this differently if you choose.

Combat Encounters. In addition to the scaling provided in this section, you may increase the difficulty of this area by combining encounter groups or increasing the number of groups encountered. You may likewise reduce the difficulty by having the party face monster groups one at a time (holding off on introducing another group until all of the current encounter's monsters are defeated) or by reducing the number of groups encountered.

Since the monsters simply appear, you may place them as near to or as far from the characters as strategically fit. This is a good opportunity to challenge a player that generally keeps their character out of range, or one that generally relies on quickly wading into melee.

To make combat more interesting, use the terrain against the characters. Have opponents knock them off ledges into the pits or lower terraces below. With the various connecting caverns, it's possible for monsters (especially the flying ones) to circle around and catch characters from multiple sides.

Exploration Encounters. Damage caused by the magic traps in this area can add up if the players match too many of the wrong statues to the glyphs and are unlucky with their rolls. Keep the traps in mind when unleashing encounters on the party. Likewise, if the adventurers are mowing down opponents, maximizing trap damage may help challenge them.

TREASURE

The statuettes are painstakingly crafted from beautiful travertine. If the adventurers take them, they can be sold for 200 gp altogether.

Hanging at Conbert's belt is a **potion of greater healing**. The former Red Plume gives the potion to the adventurers in gratitude.

The adventurers may also claim Shadowneedle, the **Unbreakable Arrow**. See *Player Handout 6. Magic Items* for more information regarding this magic item.

MOVING ONWARD

Once all of the statuettes have been correctly matched to their glyphs, a short but violent rumble ripples through the cavern as in the temple below. A hole appears on the cavern ceiling above the dais in area 9 (as indicated by the dashed circle). This hole leads up to Witherwind Grove and the final encounter of the adventure.

As in the Halls of the Three Queens below, once the hole opens, a character needs only to stand beneath it to magically ascend upwards 220 feet into the next area. None of the monsters in the area

follow upwards, so the adventurers may opt to simply leave the encounters behind. Floating upwards leaves characters open to attacks of opportunity unless they take the Disengage action prior to ascending.

If the adventurers find Dumb Karl and Conbert and allow them to continue forward with the party, they follow up the shaft. Finding Karl and Conbert counts as a success towards the Order of the Gauntlet faction assignment.

XP AWARD

If the characters successfully match all of the statuettes to their glyphs without error, award each character 200 XP.

ACT IV. WITHERWIND GROVE

*Where shall we three meet again
in thunder, lightning, or in rain?
When the hurlyburly's done,
when the battle's lost and won*

— William Shakespeare, *Macbeth*

THE SINISTER & CORRUPTED

Estimated Duration: 60 minutes

The party ascends out of the Stalking Grounds and up to the surface, where a final threat awaits them. The numbered sections below correspond to the numbered portions of *Appendix G. Witherwind Grove Map*. The adventurers begin this location in *Area 1. Grove Floor*.

Sunlight shines above as you rapidly float upwards. A rush of fresh, woodland air fills your lungs, followed by an acrid smell that stings the nostrils.

You rise out of the shaft onto a large grove on a high hillside looking out over the expanse of Cormanthor to the southwest. The trees surrounding the grove grow thick and close and choked with vines, the thorns on which grow up to several inches long. As you take in the setting, harsh winds rip through the trees and the grounds, nearly buffeting you. Its chill cuts against your skin like cold, iron blades.

In front of you, the grove rises up 15 feet along a sheer cliff face to a ledge above, the cliff face overrun by thorny vines, as well. Tangled among the vines and suspended 10 feet above the grove floor are 7 bodies—children as evidenced by the faces visible through the entanglement. Sickly green veins trace paths through the children's bodies and their chests heave laboriously.

On the ledge above grow 3 trees upon which ragged platforms have been erected—all choked by the same thorny vines overgrowing the area. Restrained against the largest, central tree are two more figures: a female dwarf and a male human. A moss agate pendant dangles on a chain around the human's neck, glowing with a warm light that matches Fazheem's own agate.

A wicked, low-pitched, growling cackle rips through the grove. On the topmost platform above stands an 8-foot tall, vaguely female creature. A horrid face covered in bruise-grey skin peers downward at you from a hunched back. Clawed fingers extend towards you. "It seems you're made of sterner stuff than the others," snarls a gravelly voice. "Have you come to bargain with the Withered Mothers?"

GENERAL FEATURES

Witherwind Grove has the following general features:

Terrain. The generally even ground on both levels are covered in dry, sharp grass that cruches underfoot. The soil is soft and muddy in places, dirtying clothing in watery splatters, but not impeding movement, otherwise.

The entire forest surrounding the grove is covered in sheets of thorny vines. The vines render the edges of the woods 10 feet in difficult terrain, and render any point beyond that impenetrable.

Characters that enter the woods' difficult terrain or begin their turn there must make a DC 14 Constitution saving throw, suffering 9 (2d8) piercing damage on a failed save and half as much damage on a successful one.

Weather. By the time the adventurers reach Witherwind Grove, it is mid afternoon and the sun is low in the sky. It is still swelteringly hot in the grove, as if the sun is beating malice down onto the scene.

The grove is naturally windy, blowing in rough gusts that threaten to bowl unsuspecting creatures over. Climbing anything in the grove (trees, cliff faces, etc.) requires a successful DC 12 Strength (Athletics) check. Failing this check causes the climber to fall, taking the appropriate amount of bludgeoning damage for the height fallen. Characters with a climb speed make this check at Advantage.

Flying creatures with physical forms fly at half speed anywhere within 200 feet of any point in the grove. Non-corporeal creatures, such as the specters in this encounter, are unaffected by the winds.

Light. An orange and yellow sunset casts a golden glow onto the grove and the Cormanthor Forest, spread out below. The scene would be beautifully lit if not for the hags' debasing influence.

Smells and Sounds. Acrid stink of smelly foliage, rotten stench of hag flesh, putrid vomit from the prisoners, moaning children on the cliff face, screams of agony from the dwarf and the human, the rising and receding howl of the wind, trees and vines rattling in the gusts

1. GROVE FLOOR

The ascending tunnel from the Princes' Terrace below opens up here. The adventurers start anywhere adjacent to the hole in this area. The hole opening up alerts the Withered Mothers of the adventurers' arrival, so there is no way to surprise the creatures.

The Withered Mothers—an **annis hag** and 2 **green hags**—do not immediately attack. Instead, they introduce themselves (you may generate their details using *Appendix C. Hag Names and Traits*) and bandy about with the adventurers, dripping a distorted and grotesque sweetness to try to catch the adventurers off-guard. In truth, the hags want nothing more than to kill the adventurers. However,

the Withered Mothers attempt to allure the adventurers with the following temptations.

- The annis hag attempts to lure greedy characters over with a platinum bracelet worth 400 gp.
- One of the hags holds out a map that reveals a cache of magic items found elsewhere in the Stalking Grounds.
- The hags claim to reveal the secret to eternal youth, by drinking the sap drained from the central tree
- A green hag waves her hand and vines on the central tree part, exposing a hollow containing a chest. The chest opens, revealing a few thousand coins (a mixture of copper, silver, electrum, gold, and platinum coins) and a magic scroll.

Feel free to come up with other offerings as well, based on what might intrigue your players.

If any characters agree to the annis hag's offering and approaches, the hag gives each of those characters a trinket—an iron tooth ripped from her mouth and polished into a small, coin-shaped token. A character that accepts the hag's token receives the *Token of the Withered Mother* story award.

The hags bargain with the adventurers, demanding that the characters give them things in exchange, such as: their eternal souls, their first-born child, the blood of a lover, or their most prized possessions. Feel free to come with other demand, as well.

The hags run out of patience with the adventurers quickly enough (regardless of whether or not the adventurers accept any of their terms) and attack the adventurers. As soon as any hostile actions take place, 3 **specters** appear to fight alongside the Withered Mothers.

ROLEPLAYING THE WITHERED MOTHERS

The Withered Mothers are rotten and corrupt to the core. Hailing from the Border Forest, the mothers have come to the Hillsfar area to avenge the death (or capture) of Granny Eve-Canker from CCC-BMG-10 *HILL1-1 Arrival*. Like other hags, they take joy in debasing others and feeding off their victims in various ways. They play at sweetness, but merely use this as a ruse to lure creatures into gruesome fates.

Quote: "Come closer, dearie, and let me see your oh-so-delicious face."

Traits: capricious, chaotic, reckless

Flaws: abusive, cruel, deceptive, wicked

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove 1 **green hag** and 3 **specters**.
- **Weak:** Remove 1 **green hag** and 2 **specters**.
- **Strong:** Replace the **annis hag** with a **coven annis hag** and 2 **green hags** with 2 **coven green hags**. Remove 3 **specters**.
- **Very Strong:** Replace the **annis hag** with a **coven annis hag** and 2 **green hags** with 2 **coven green hags**.

2. CLIFF FACE

The stairway leading up from the grove floor is the only safe way to get up to the upper level on foot. The cliff face rising up from the grove floor is covered with thorny vines.

A character that attempts to climb the vines must make a DC 16 Constitution saving throw, suffering 9 (2d8) piercing damage on a failed save and half as much damage on a successful save.

The 7 children restrained by the vines are alive, but weak. Simply cutting a child loose causes that child to fall down to the grove floor below. In their weakened state, a child perishes if they fall to the ground. They must be carried off the cliff face to survive.

3. THE HAG LAIR

The top level of the grove is where the hags dwell and is where they have erected a shrine of sorts to foul beings.

Three trees grow here: 2 shorter trees (each 20 feet tall) that flank a larger, central tree (30 feet tall). The trunks and branches of the trees are choked with the same thorny vines covering the surrounding growth, causing the same damage to any creature that tries to climb the trees.

The hags have built a shrine consisting of three platforms connected by stairways on the center tree. On each flanking platform stands a green hag, while the annis hag stands on the central platform.

4. THE ALTAR OF SUFFERING

The Withered Mothers worship ageless foul beings at the Altar of Suffering, the shrine they have created in the grove. The children on the cliff face and the dwarf and human restrained against the center tree are being siphoned of their life energies. As their life-force is sapped, the Withered Mothers channel that

energy to corrupt more of the forest, spreading the growth of the wicked vines.

The creatures wrapped up in the vines of the center tree are Vasili (the missing **druid**) and a dwarf named Eldeth Marblehead (female shield dwarf **noble**). Characters that have played CCC-BMG-10 *HILL1-1 Arrival* may recognize the dwarf's name (impersonated by the hag, Granny Eve-canker).

FREEING THE PRISONERS

The adventurers may decide to free the children, Vasili, and Eldeth. If Dumb Karl and Conbert are with the party, they volunteer to free the prisoners, though the adventurers will need to cover them and keep them safe. It is easy enough to cut the children free of the vines, but extracting Vasili and Eldeth is more difficult.

The druid and the dwarf are magically bound to the vines and tree that are sapping their life-force. It takes 3 successful DC 14 Wisdom (Medicine) checks to safely pull one of the individuals out of their thorny bindings. An individual dies if 3 failed attempts are made before the required successes are accomplished.

If both individuals are freed, the thorn-ridden vines shrivel up and wither away in one round. Vasili and Eldeth are near-unconscious and delirious, and nothing short of magical healing brings them to their senses. In any case, the druid and the dwarf too weak and debilitated to participate in combat.

Successfully freeing Vasili from his bonds counts as a success towards the Emerald Enclave faction assignment.

ROLEPLAYING VASILY PROTOPOPOV

Vasili is one of two druids dedicated to nurturing Elventree. He is an agent of the Emerald Enclave and has full thrown himself into the role. Vasili hails from Mulmaster, but traveled throughout the Sea of Fallen Stars and the Sword Coast before returning to the Moonsea region and settling in Elventree. His clothing reflects his travels, being a hodgepodge of different styles acquired from various places.

Vasili is tan-skinned with a shaved head. He keeps himself well-groomed, but is usually scuffed up by the time he spends out in nature. He is outgoing, typically cheerful, and enjoys telling stories of his travels.

Quote: "This reminds me of a close call I once had in the Neverwinter Wood. I thought I'd learned my lesson!"

Traits: free-spirited, friendly, quick to trust, well-traveled

Flaws: impulsive, overconfident

ROLEPLAYING ELDETH MARBLEHEAD

Eldeth is a wanderer at heart, having left her home in Citadel Adbar to explore the world as a trader. She took an interest in commerce early in her life as a noble and has a keen mind for business. Having been out on her own for most of her years, Eldeth is fiercely self-sufficient and hesitant to fully rely on others.

She is fair-skinned with red hair, kept long and pulled back into a tight bun. Though far from home, she continues to wear the fashion of Citadel Adbar to remind her of her family. Eldeth is hard-working and proud of her occupation, but she enjoys unwinding at the tavern with a few mugs of ale.

Quote: "I love my work, but one can't work all the time. I need a drink."

Traits: dedicated, industrious, perseverant, worldly

Flaws: cautious to a fault, slow to trust

TRICKS OF THE TRADE

Use the following guidance when running this encounter. These are just possible ways the encounter can play out, and you may run this differently if you choose.

Combat Encounters. The hags attempt to close in on the adventurers as quickly as possible in order to inflict melee attacks. The green hags use their *invisible passage* action to sneak up on the characters, before making *claw* attacks. The annis hag casts *fog cloud* in order to obscure the characters' vision while she makes her way to them. Once she gets within melee range, she uses her *crushing hug* action against the physically weakest character in an attempt to whittle down the party's numbers.

If this combat is being run in Strong or Very Strong difficulty, the hags use their coven spells to strike at the party from a distance—using spells such as *flaming sphere*, *moonbeam*, and *call lightning* to inflict damage and using *spike growth* and *wall of thorns* to lock down opponents.

Interaction Encounters. The monsters opt to attack the adventurers if Dumb Karl and Conbert are with the party. To increase the tension, position the monsters adjacent to the NPCs if the characters are nearby. While the monsters should only target the NPCs as a last resort (challenging the players, instead), placing monsters near them may still increase the tension of the fight.

TREASURE

If the adventurers defeat the Withered Mothers, they can claim the annis hag's platinum bracelet (worth 400 gp) and the treasure chest stowed in the central tree. The treasure chest contains 53 pp, 202 gp, 272 ep, 1,160 sp, 1,600 cp, and a **scroll of life transference**.

XP AWARD

If the characters successfully free all of the children, Vasili, and Eldeth, award each character 200 XP.

CONCLUSION

If the adventurers defeat the Withered Mothers and the specters, they may free any restrained prisoners with ease. The hags' corrupting influence withers away and the adventurers may return to Elventree by traveling through the forest. It takes a half day to travel back to town, and the adventurers may safely camp at the grove in order to travel during the light of day.

If the adventurers rescued all of the children, Vasili, and Eldeth, the townsfolk of Elventree welcome them with jubilation.

You are met by the townsfolk with cheers as they walk you into Elventree. Elanil and Fazheem come running to greet you. Fazheem throws his arms around Vasili and the two linger in a loving embrace as children are reunited with their overjoyed parents.

If any number of children, Vasili, or Eldeth perish during the final encounter, the townsfolk welcome the adventurers back, but with heavy hearts.

Your return to Elventree is less than celebratory. While the survivors are reunited with overjoyed relatives, the heartbreak of those who have lost loved ones is almost too much to bear.

ENDING THE ADVENTURE

Regardless of the adventurers' degree of success, Elanil provides them lodging at the local inn to give them a place to recuperate from the adventure. Read or paraphrase the following text to close the story.

The sun sets on Elventree and your heroics are celebrated with a bonfire and fête in the town green. As you eat, drink, and relax by the warmth of the fire, a gust of wind accompanied by an acrid odor rips through the town, sending embers whipping up from the bonfire and startling the townsfolk.

As the wind coolly cuts across your skin, your thoughts drift towards the treacherous halls and caverns you discovered below Elventree. What other dangers await in its sunken depths?

You do your best to shake the question from your mind as the townsfolk turn back towards celebrating. Those dangers will have to wait another day.

TREASURE

For acting on the behalf of Elventree, Elanil rewards the adventurers the 400 gp she promised. Fazheem likewise gives his moss agate (worth 200 gp) to the adventurers.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP Per Foe
Annis Hag	2,300
Babau	1,100
Bandit	25
Behir	7,200
Black Pudding	1,100
Bodak	2,300
Bone Naga	1,100
Commoner	10
Devourer	10,000
Druid	450
Ettin	1,100
Ghast	450
Gnoll Fang of Yeenoghu	1,100
Gnoll Flesh Gnawer	200
Gnoll Pack Lord	450
Green Hag	700
Guard	25
Mimic	450
Minotaur	700
Noble	25
Scout	100
Shambling Mound	1,800
Slithering Tracker	700
Specter	200
Spirit Naga	3,900
Succubus/Incubus	1,100
Tanarukk	1,800
Thorny	200

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Act II: Complete all 3 venrations	200
Act II: Match all statuettes	200
Act IV: Free all the prisoners	200

The adventures minimum and maximum XP awards are located on the Adventure Rewards document. Note that DDAL adventures award a maximum of the “target XP” award. Only epics may grant the “maximum” amount.

The **minimum** total award for each character participating in this adventure is **4,500 experience points**.

The **maximum** total award for each character participating in this adventure is **6,000 experience points**.

TREASURE

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

TREASURE AWARDS

Item Name	GP Value
Act II: Guardian’s Collar	1,000
Act III: Statuettes	200
Act IV: Platinum Bracelet	400
Hags’ Treasure	1,000
Conclusion: Elanil’s Reward	400
Fazheem’s Moss Agate	200

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

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master’s Guide*.

ASHARAM’S ORB OF ENSNARING (IRON BANDS OF BILARRO)

Wondrous Item, rare

This item is always chilly to the touch and, at first sight, appears to be a solid iron ball not unlike a large bearing. Closer inspection reveals fine lines that make up minutely elaborate whorls and swirls on the ball’s surface. Even closer inspection reveals short passages written in celestial runes. Anyone who can read celestial or who uses a comprehend languages spell (or an otherwise similar ability) discerns the following sentence—the sphere’s command phrase—in the writing: “Bind the Stinger to the floor and force the singer to sing no more.”

This item can be found in **Player Handout 6**.

SHADOWNEEDLE (UNBREAKABLE ARROW)

Weapon (arrow), common

One of twenty unbreakable arrows crafted with Shadowson, when this arrow is nocked onto the Oathbow and leveled at an opponent, a gentle hum fills the wielder's mind, steadying their hand and steeling their focus (this feature bears no mechanical effect). When fired from Shadowson, the wielder may say the words, "Needles, return to your thread" to make this arrow (and any other in its set loosed from the wielder's hand) reappear in the wielder's quiver.

This item can be found in **Player Handout 6**.

POTION OF GREATER HEALING

Potion, uncommon

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

POTION OF HEROISM

Potion, rare

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

SCROLL OF LIFE TRANSFERENCE

Scroll, uncommon

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

STORY AWARDS

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

Token of the Withered Mother. Characters that bargain with the annis hag in Act IV may receive one of the hag's Iron Tokens. Characters that receive that token earn this story award. More information can be found in **Player Handout 5**.

RENOWN

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

Members of the Emerald Enclave that safely extract Vasili from the Altar of Suffering in Act IV earn **one additional renown point**.

Members of the Order of the Gauntlet that find Dumb Karl and Conbert in Act III earn **one additional renown point**.

DM REWARD

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

APPENDIX A. MONSTER/NPC STATISTICS

ANNIS HAG

Large fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	14 (+2)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Con +5

Skills Deception +5, Perception +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant, Sylvan

Challenge 6 (2,300 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells:

3/day each: *disguise self* (including the form of a Medium humanoid), *fog cloud*

Actions

Multiattack. The annis makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Crushing Hug. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 36 (9d6 + 5) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until the grapple ends, the target takes 36 (9d6 + 5) bludgeoning damage at the start of each of the hag's turns. The hag can't make attacks while grappling a creature in this way.

HAG COVENS

Shared Spellcasting. While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves.

Nature. Hags might seek to exert control over their environment and the creatures in it by mastering the following group of spells:

1st level (4 slots): *entangle*, *speak with animals*

2nd level (3 slots): *flaming sphere*, *moonbeam*,
spike growth

3rd level (3 slots): *call lightning*, *plant growth*

4th level (3 slots): *dominate beast*, *grasping vine*

5th level (2 slots): *insect plague*, *tree stride*

6th level (1 slot): *wall of thorns*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12 +the hag's Intelligence modifier, and the spell attack bonus is 4 +the hag's Intelligence modifier.

BABAU

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

Skills Perception +5, Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal

Challenge 4 (1,100 XP)

Innate Spellcasting. The babau's innate spellcasting ability is Wisdom (spell save DC 11). The babau can innately cast the following spells, requiring no material components:

At will: *darkness, dispel magic, fear, heat metal, levitate*

Actions

Multiattack. The babau makes two melee attacks. It can also use Weakening Gaze before or after making these attacks.

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

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage when used with two hands to make a melee attack.

Weakening Gaze. The babau targets one creature that it can see within 20 feet of it. The target must make a DC 13 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BANDIT

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

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

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

BEHIR

Huge monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +7

Damage Immunities lightning

Senses darkvision 90 ft., passive Perception 16

Languages Draconic

Challenge 11 (7,200 XP)

Actions

Multiattack. The behir makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

BLACK PUDDING

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

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

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages –

Challenge 4 (1,100 XP)

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

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, non magical wood or metal in 1 round.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, non magical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reactions

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

BODAK

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4, Stealth +6

Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, the languages it knew in life

Challenge 6 (2,300 XP)

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 9 (2d8) necrotic damage.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

BONE NAGA

Large undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 58 (9d10 + 9)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	15 (+2)	15 (+2)	16 (+3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned

Senses darkvision 60ft., passive Perception 12

Languages Common plus one other language

Challenge 4 (1,100 XP)

Spellcasting. The naga is a 5th level spellcaster (spell save DC 12, +4 to hit with spell attacks) that needs only verbal components to cast its spells.

If the naga was a guardian naga in life, its spellcasting ability is Wisdom, and it has the following cleric spells prepared:

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

1st level (4 slots): *command, shield of faith*

2nd level (3 slots): *calm emotions, hold person*

3rd level (2 slots): *bestow curse*

If the naga was a spirit naga in life, its spellcasting ability is Intelligence, and it has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, ray of frost*

1st level (4 slots): *charm person, sleep*

2nd level (3 slots): *detect thoughts, hold person*

3rd level (2 slots): *lightning bolt*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:*

10 (2d6 + 3) piercing damage plus 10 (3d6) poison damage.

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 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

DEVOURER

Large fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	13 (+1)	10 (+0)	16 (+3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, telepathy 120 ft.

Challenge 13 (10,000 XP)

Actions

Multiattack. The devourer makes two claw attacks and can use either Imprison Soul or Soul Rend.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 21 (6d6) necrotic damage.

Imprison Soul. The devourer chooses a living humanoid with 0 hit points that it can see within 30 feet of it. That creature is teleported inside the devourer's ribcage and imprisoned there. A creature imprisoned in this manner has disadvantage on death saving throws. If it dies while imprisoned, the devourer regains 25 hit points, immediately recharges Soul Rend, and gains an additional action on its next turn. Additionally, at the start of its next turn, the devourer regurgitates the slain creature as a bonus action, and the creature becomes an undead. If the victim had 2 or fewer Hit Dice, it becomes a zombie. If it had 3 to 5 Hit Dice, it becomes a ghoul. Otherwise, it becomes a wight. A devourer can imprison only one creature at a time.

Soul Rend (Recharge 6). The devourer creates a vortex of life-draining energy in a 20-foot radius centered on itself. Each humanoid in that area must make a DC 18 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one. Increase the damage by 10 for each living humanoid with 0 hit points in that area.

DRUID

Medium humanoid (any race), any alignment

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *moonbeam*, *barkskin*

Actions

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

ETTIN

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

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

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

GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghost must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghost's Stench for 24 hours.

Turning Defiance. The ghost and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GNOLL FANG OF YEENOGHU

Medium fiend (gnoll), chaotic evil

Armor Class 14 (hide armor)

Hit Points 65 (10d8 + 20)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Con +4, Wis +2, Cha +3

Senses darkvision 60ft., passive Perception 10

Languages Abyssal, Gnoll

Challenge 4 (1,100 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

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

GNOLL FLESH GNAWER

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (studded leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Dex +4

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1 (200 XP)

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

Actions

Multiattack. The gnoll makes three attacks: one with its bite and two with its shortsword.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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

Sudden Rush. Until the end of the turn, the gnoll's speed increases by 60 feet and it doesn't provoke opportunity attacks.

GNOLL PACK LORD

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 49 (9d8 + 9)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Senses darkvision 60ft., passive Perception 10

Languages Gnoll

Challenge 2 (450 XP)

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

Actions

Multiattack. The gnoll makes two attacks, either with its glaive or its longbow, and uses its Incite Rampage if it can.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Incite Rampage (Recharge 5-6). One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.

GREEN HAG

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

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

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

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 languages (usually Common)

Challenge 1/8 (25 XP)

Actions

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

MIMIC

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages –

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

MINOTAUR

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal

Challenge 3 (700 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

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

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

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 10

Languages any two languages

Challenge 1/8 (25 XP)

Actions

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

Reactions

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

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SHAMBLING MOUND

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

SLITHERING TRACKER

Medium ooze, chaotic evil

Armor Class 14

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	10 (+0)	14 (+2)	11 (+0)

Skills Stealth +8

Damage Vulnerabilities cold, fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Conditional Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses blindsight 120 ft., passive Perception 12

Languages understands languages it knew in its previous form but can't speak

Challenge 3 (700 XP)

Ambusher. In the first round of a combat, the slithering tracker has advantage on attack rolls against any creature it surprised.

Damage Transfer. While grappling a creature, the slithering tracker takes only half the damage dealt to it, and the creature it is grappling takes the other half.

False Appearance. While the slithering tracker remains motionless, it is indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

Keen Tracker. The slithering tracker has advantage on Wisdom checks to track prey.

Liquid Form. The slithering tracker can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slithering tracker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Watery Stealth. While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and it can take the hide action as a bonus action.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Life Leech. One Large or smaller creature that the slithering tracker can see within 5 feet of it must

succeed on a DC 13 Dexterity saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. In addition, the grappled target takes 16 (3d10) necrotic damage at the start of each of its turns. The slithering tracker can grapple only one target at a time.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

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 weapons

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.

SPIRIT NAGA

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

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

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60ft., passive Perception 12

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *ray of frost*

1st level (4 slots): *charm person*, *detect magic*, *sleep*

2nd level (3 slots): *detect thoughts*, *hold person*

3rd level (3 slots): *lightning bolt*, *water breathing*

4th level (3 slots): *blight*, *dimension door*

5th level (2 slots): *dominate person*

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

SUCCUBUS/INCUBUS

Medium fiend (*shapechanger*), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Damage Resistances cold, fire, lightning, poison, bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

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

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

TANARUKK

Medium fiend (demon, ore), chaotic evil

Armor Class 14 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

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

Skills Intimidation +2, Perception +2

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Ore

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the tanarukk can move up to its speed toward a hostile creature that it can see.

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

Actions

Multiattack. The tanarukk makes two attacks: one with its bite and one with its greatsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

Reactions

Unbridled Fury. In response to being hit by a melee attack, the tanarukk can make one melee weapon attack with advantage against the attacker.

THORNY

Medium plant, neutral

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	6 (-2)

Skills Perception +4, Stealth +3

Damage Resistances lightning, piercing

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Plant Camouflage. The thorny has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The thorny regains 5 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the thorny's next turn. The thorny dies only if it starts its turn with 0 hit points and doesn't regenerate.

Thorny Body. At the start of its turn, the thorny deals 2 (1d4) piercing damage to any creature grappling it.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

APPENDIX B. DRAMATIS

PERSONAE

The following NPCs are featured prominently in this adventure:

Conbert (CON-*bert*). Male Damaran human. Ex-Red Plume soldier. Captured and held captive by the Withered Mothers.

Dumb Karl (KARL). Male shield dwarf. Grain farmer and well-respected local. Injured while investigating Elventree disappearances.

Elanil Elassidil (EL-uh-kneel uh-LASS-ih-deel). Female moon elf. Bard extraordinaire and member of the Harpers. Summons the adventurers to act on behalf of Elventree.

Eldeth Marblehead (ELL-deth). Female gold dwarf. Far-travelled trader from Citadel Adbar. Abducted by the Withered Mothers and bound to the Altar of Suffering.

Fazheem Musharra (fa-ZEEM mu-SHAH-ruh). Male Bedine human. Elventree local druid. Husband to Vasili Protopopov. Implores the players to find his husband.

Vasili Protopopov (vuh-SILL-ee PROH-tuh-POH-pov). Male Damaran human. Newly-inducted druid of the Emerald Enclave. Husband to Fazheem Musharra. Abducted by the Withered Mothers and bound to the Altar of Suffering.

The Withered Mothers. Female hags. Wicked Fey creatures from the Border Forest that traveled to the Hillsfar area to avenge the death or capture of one of their hag sisters.

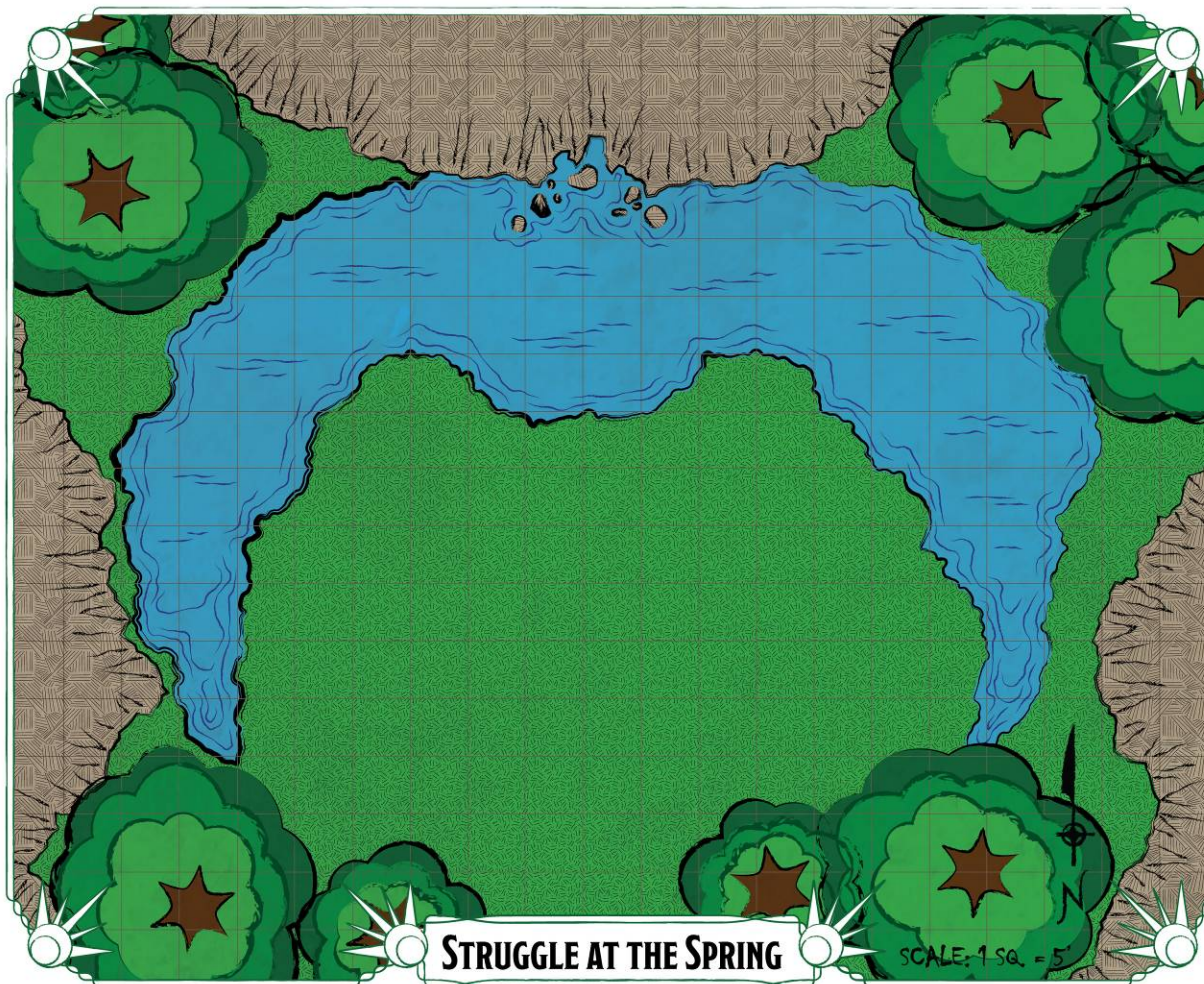
APPENDIX C. HAG NAMES AND TRAITS

Use the table below to add some personality to the Withered Mothers when the characters encounter them at Witherwind Grove. Roll 2d20 or choose from the charts below, either taking details across each row or picking or choosing from each column separately.

Hag Details

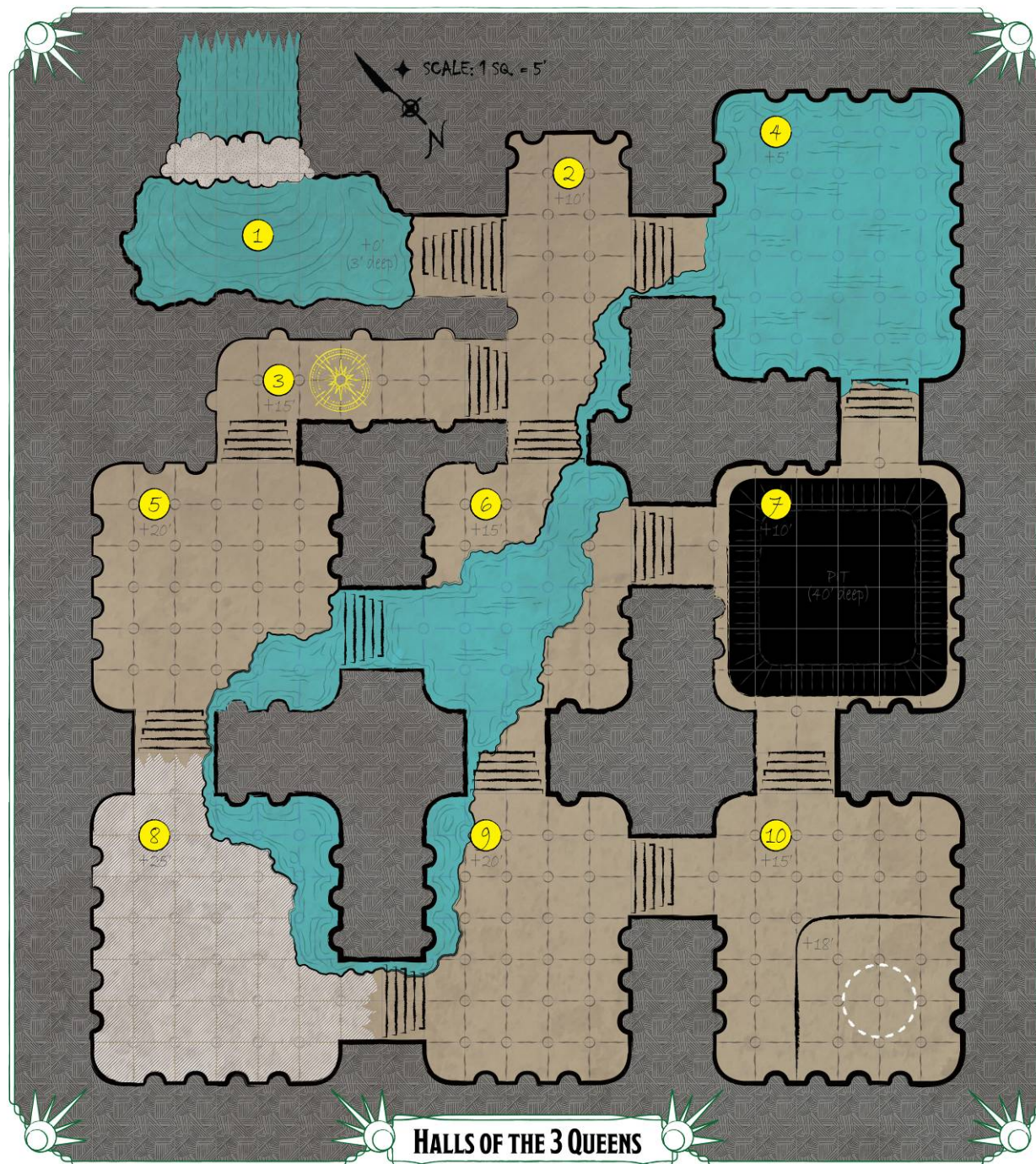
3d12	Title	First Name	Last Name	Trait
3	Aunt	Alice	Agony	Always in extreme pain, loves it
4	Auntie	Ambergris	Asptooth	Mouth is filled with needle-like teeth dripping with spit
5	Dame	Ashen	The Ageless	Skin is loose, wrinkled, and covered in cracked and bleeding sores
6	Dutchess	Beatrice	Badtouch	Constantly pats opponents' heads as if they're children
7	Gram	Chessaly	Chestcracker	Broken ribs gorily poke through chest, doesn't bother her
8	Gramma	Doris	Duckdroppings	Covered in fresh bird droppings, birds lay droppings on her throughout the encounter
9	Grammy	Elenna	The Egg-Sucker	Bears a sack of rancid eggs that she eats throughout the encounter
10	Gramsie	Fairest	Flesh-Dress	Wears a dress made of tanned skins ripped from humanoid faces
11	Grandam	Gladys	Greyhearted	A hole ripped in her chest shows her exposed, rotten, beating heart
12	Grandma	Heather	Hookfinger	Nails are extremely long, curling repulsively and ending in clawed tips
13	Grandmother	Ingrid	Ichor-Lips	Lips are swollen, black, and drip stinky ooze all over her body
14	Granny	Joyful	Jaggedtoothed	Teeth are disturbingly long and sharp, growing well beyond her lips
15	Grummaw	Kathy	Killish-Stink	Body is covered in puss-ridden boils that fill the air with a foul stink
16	Grumsie	Lisette	Loudsnore	Breath escapes in unpleasant, heavy, wheezing, and rattling exhales
17	Lady	Lovelle	The Loveless	Constantly cries and bemoans her ill luck, brutally murderous
18	Lass	Myrna	Messmaker	Constantly peels off large scabs, leaving them everywhere
19	Lassie	Nadine	No-Heart	Has a gaping hole in her torso where most of her organs should be
20	Ma	Odette	Ogrewife	Has multiple ogre names tattooed on her arms, all are scratched out
21	Madam	Oldie	Oldtree	Skin has the texture and hardness of tree bark, ridden with termites
22	Mam	Priscilla	The Popeyed	Eyes are grotesquely huge for her face and drip with green tears
23	Mamsie	Quickly	Quivergaze	Eyes constantly, uncontrollably move around in different directions
24	Matron	Rumania	Rottenapple	Decorates herself in rotten apple cores covered with maggots and flies
25	Meemaw	Samantha	Sing-Batty	Sings everything she says in loud, unpleasant, off-key cackles
26	Miss	Stingy	Stunk-Sty	Covered in smelly offal and feces, leaves a grimy trail everywhere
27	Missus	Sweetness	Swollenskins	Whole body is bloated to near bursting, cracked skin oozes thick blood
28	Mistress	Talula	Trickstermac	Features constantly shift and morph into various, deformed shapes
29	Mom	Theresa	Thorntailed	Has a long, twisted tail covered in bony spikes that she lifts to pass gas
30	Mommy	Twyla	Twofaced	Has a gibbering half of a second face alongside her actual face
31	Mother	Ulissa	The Unkind	Constantly clawing bloody gashes into herself, bleeds all over her foes
32	Mum	Veronique	Of the Void	Half her head is a hole that opens up to a dark, mesmerizing, infinite void
33	Mummy	Winnifred	Wartwearer	Covered with puss-ridden warts upon warts, toads crawl all over her
34	Mums	Xanthy	Xerosis	Skin is horribly dry, stretched, cracked, and dripping stagnant water
35	Princess	Yolanda	Yuck-Yuck-Yuck	Constantly picking her nose, urinating, and defecating herself
36	Queen	Zesty	Zephyrbelcher	Belches all of her speeches and spells in loud, unbearably smelly burps

APPENDIX D. STRUGGLE AT THE SPRING MAP



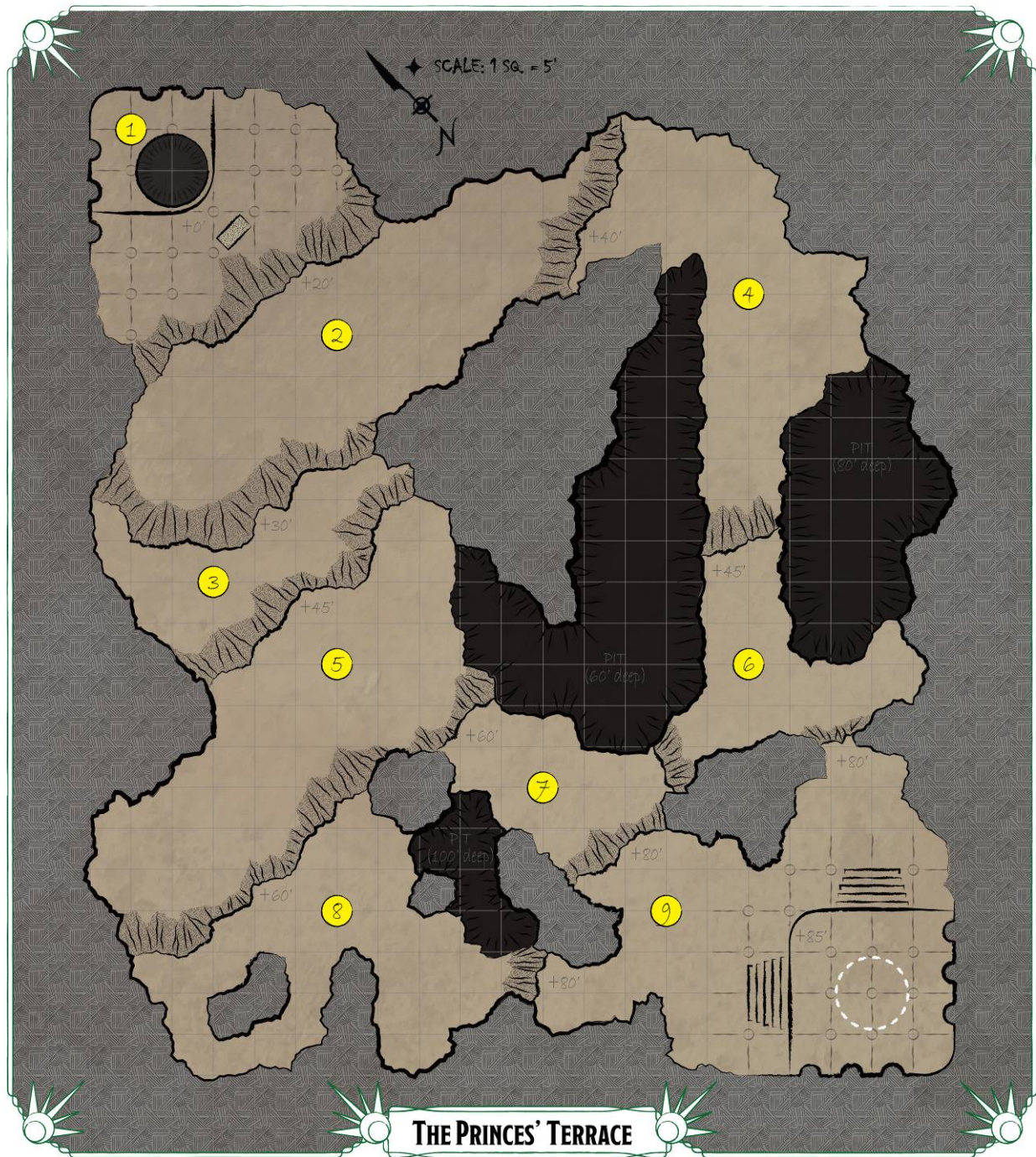
(This map is designed to fit in one D&D Adventure Grid)

APPENDIX E. HALLS OF THE THREE QUEENS MAP



(This map is designed to fit in one D&D Adventure Grid)

APPENDIX F. THE PRINCES' TERRACES MAP



(This map is designed to fit in one D&D Adventure Grid)

APPENDIX G. WITHERWIND GROVE MAP



(This map is designed to fit in one D&D Adventure Grid)

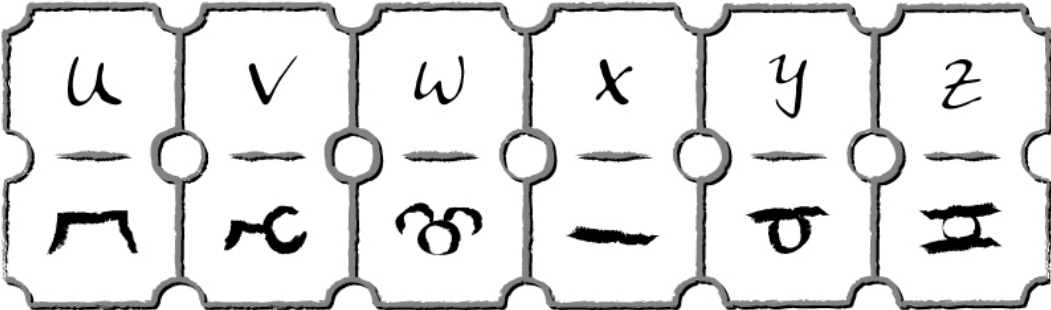
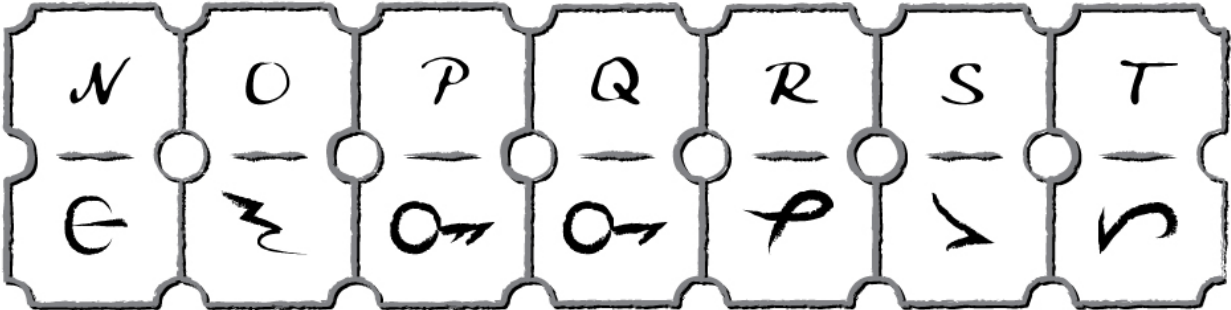
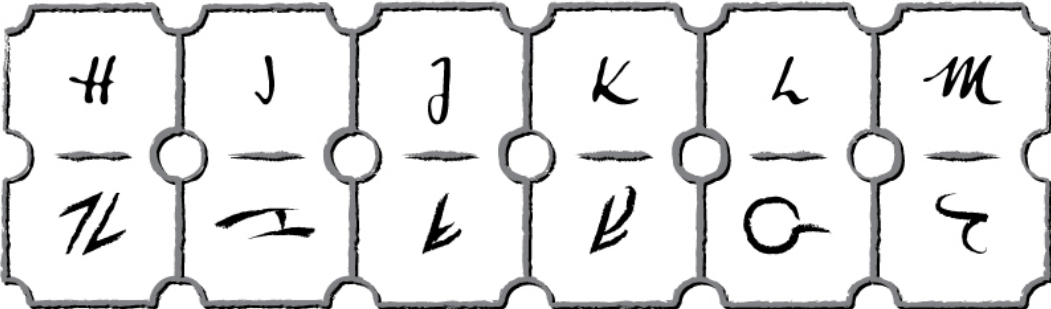
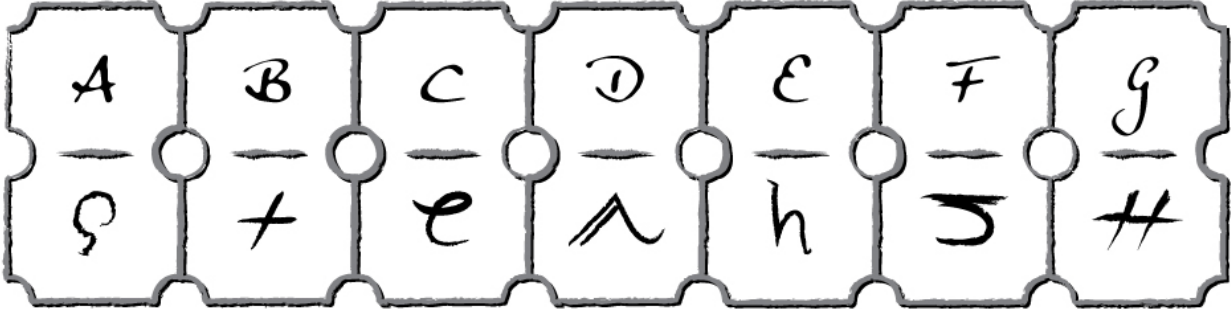
PLAYER HANDOUT 1. THREE QUEENS ENTRY HALL MESSAGE



PLAYER HANDOUT 1A. THREE QUEENS ENTRY HALL MESSAGE
TRANSLATED



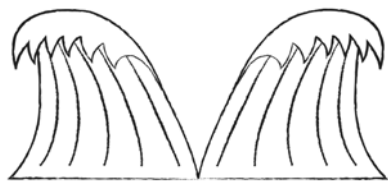
PLAYER HANDOUT 2. THORASS ALPHABET



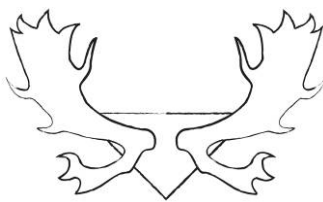
PLAYER HANDOUT 3. HALLS OF THE THREE QUEENS ROOM

SYMBOLS

Cut out the slips below to give to your players when they enter a corresponding room in the Halls of the Three Queens. Alternatively, you may hand out the full-page versions on the following pages.



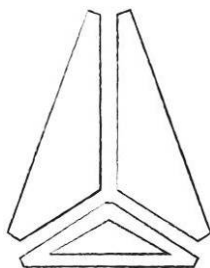
ROOM 4 SYMBOL



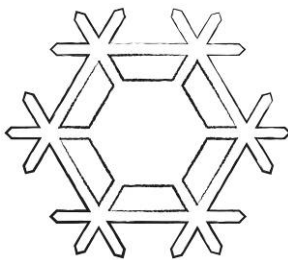
ROOM 5 SYMBOL



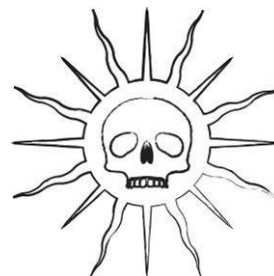
ROOM 6 SYMBOL



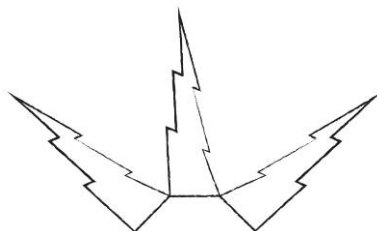
ROOM 7 SYMBOL



ROOM 8 SYMBOL

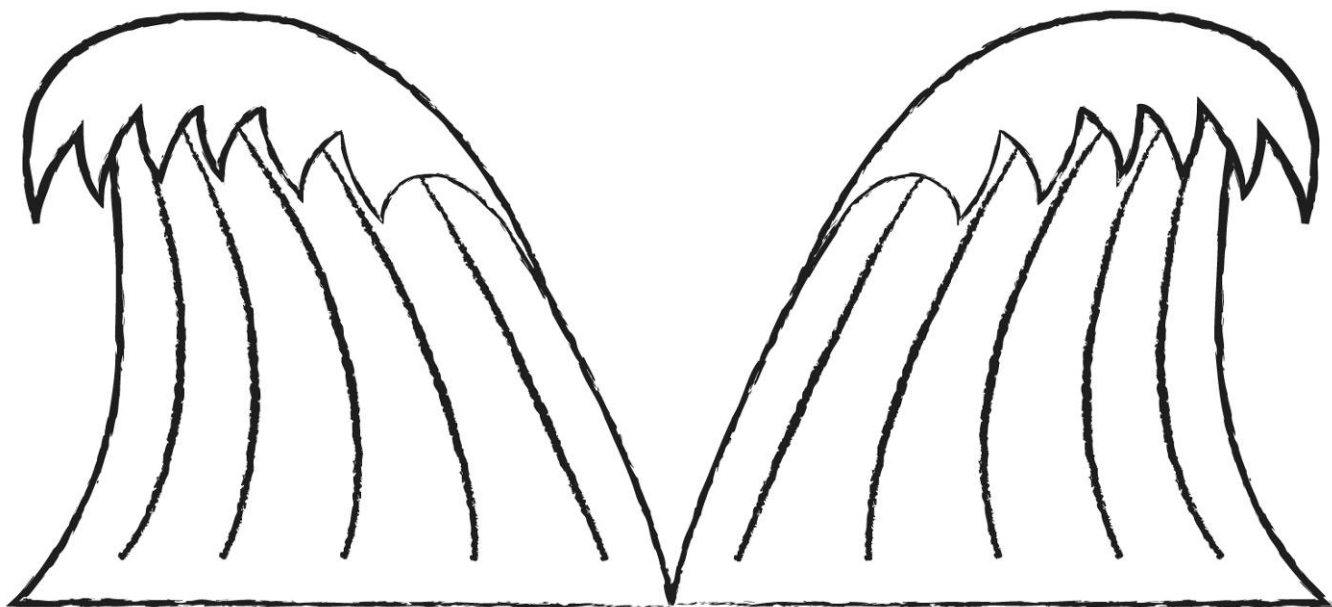


ROOM 9 SYMBOL

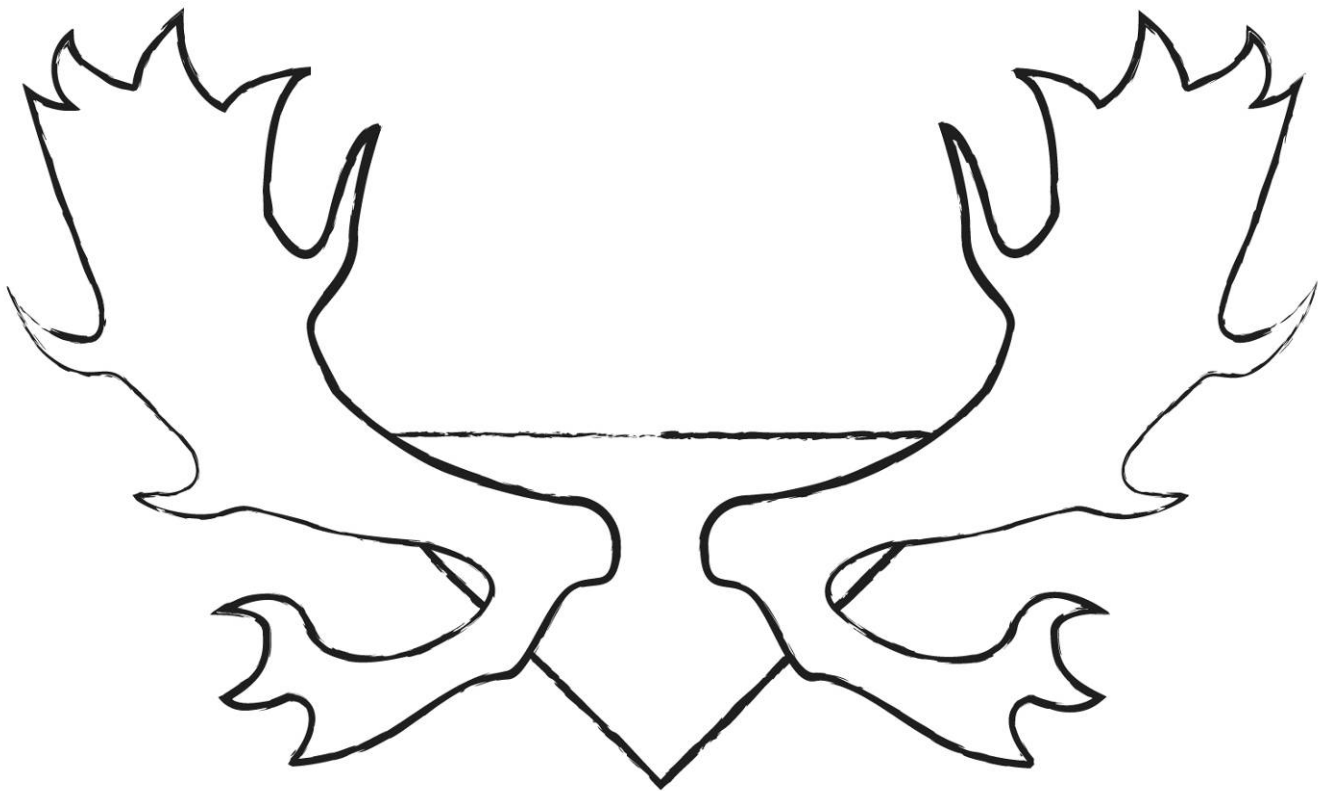


ROOM 10 SYMBOL

PLAYER HANDOUT 3A. HALLS OF THE THREE QUEENS ROOM 4
SYMBOL



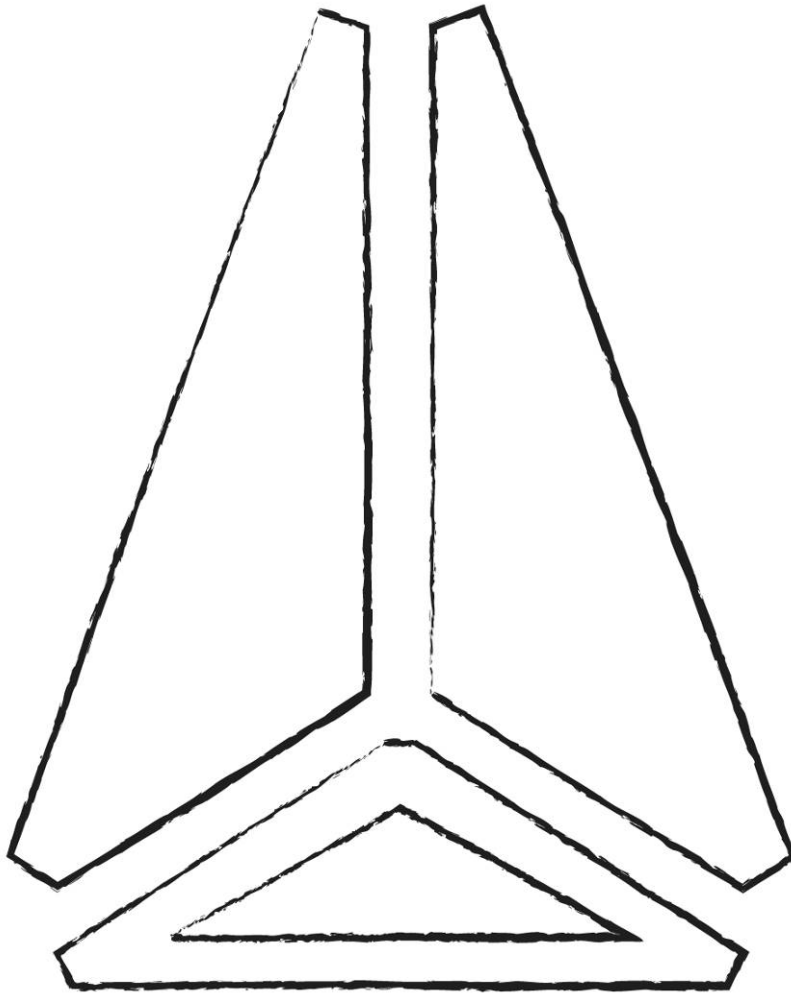
PLAYER HANDOUT 3B. HALLS OF THE THREE QUEENS ROOM 5
SYMBOL



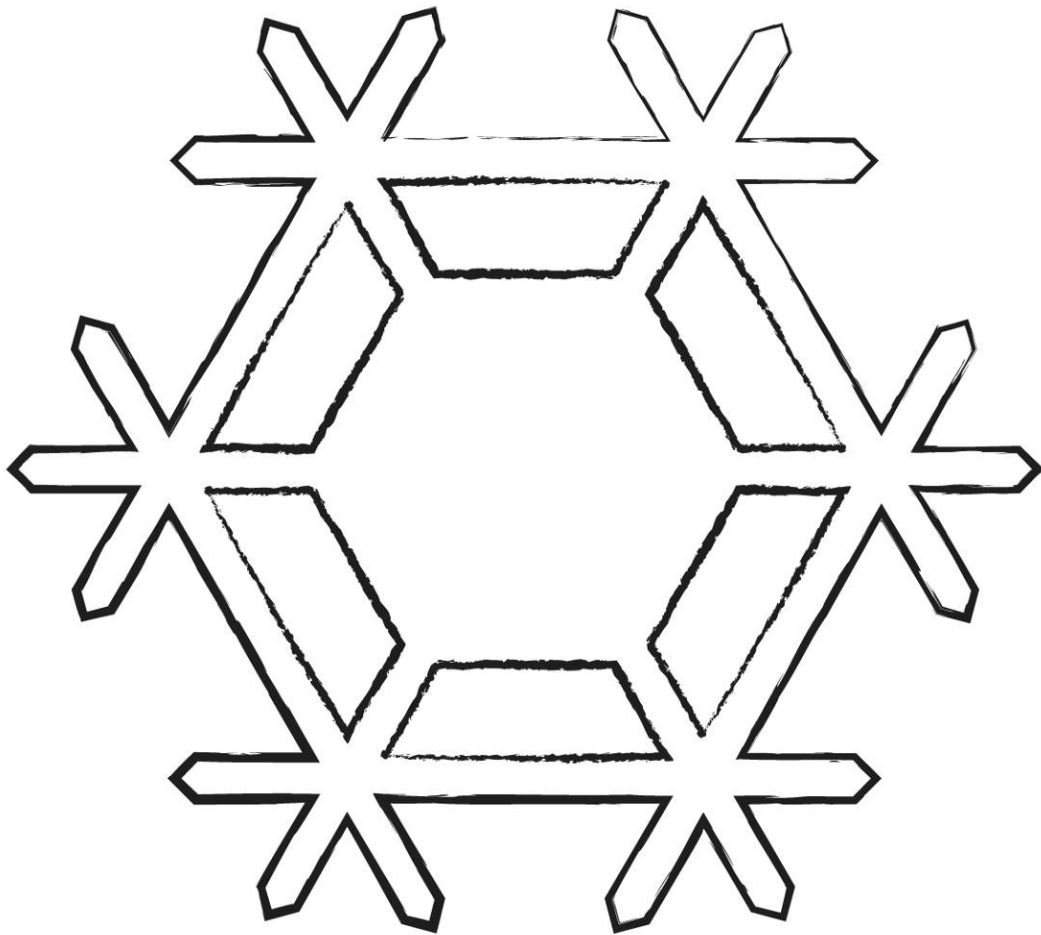
PLAYER HANDOUT 3C. HALLS OF THE THREE QUEENS ROOM 6
SYMBOL



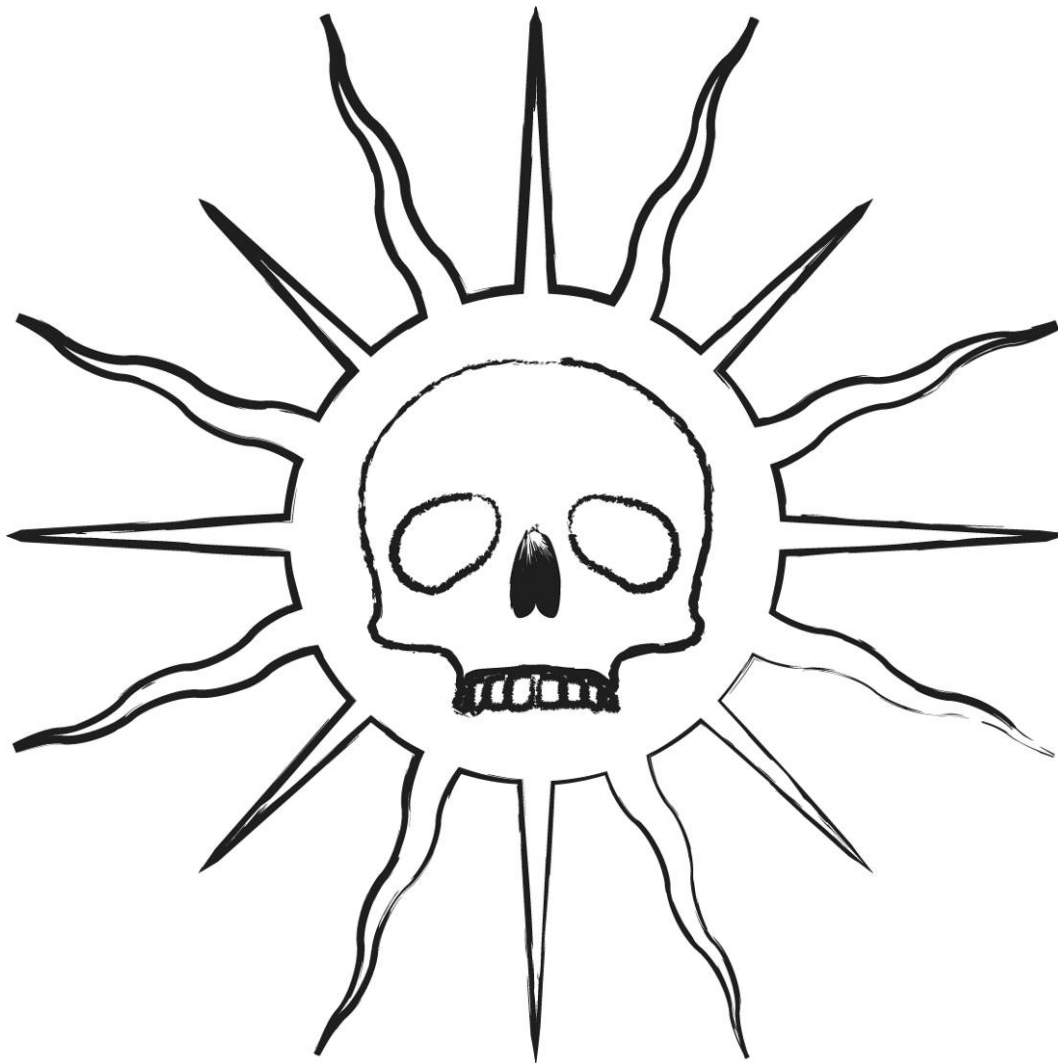
PLAYER HANDOUT 3D. HALLS OF THE THREE QUEENS ROOM 7
SYMBOL



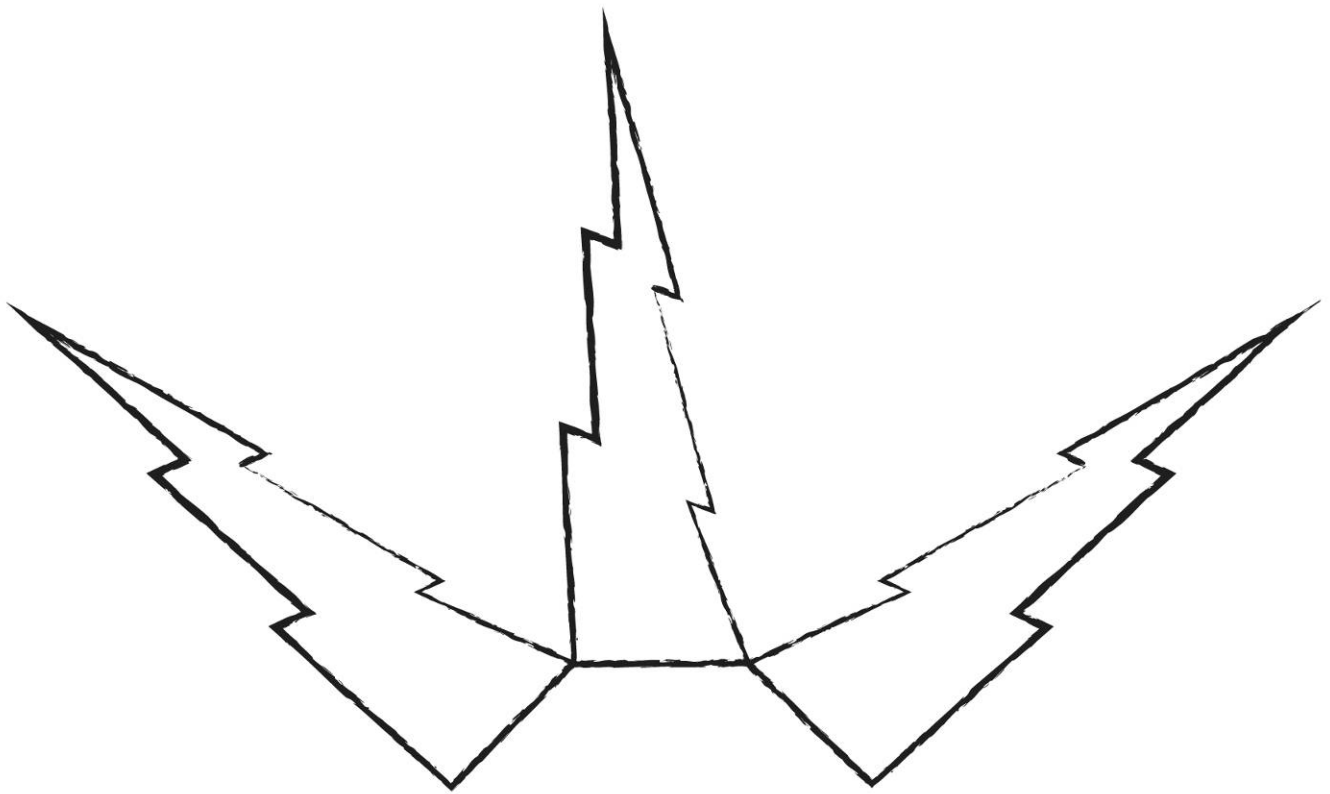
PLAYER HANDOUT 3E. HALLS OF THE THREE QUEENS ROOM 8
SYMBOL



PLAYER HANDOUT 3F. HALLS OF THE THREE QUEENS ROOM 9
SYMBOL



PLAYER HANDOUT 3G. HALLS OF THE THREE QUEENS ROOM 10
SYMBOL



PLAYER HANDOUT 4. THE PRINCES' TERRACES AREA INSCRIPTIONS

Cut out the slips below to give to your players when they enter a corresponding area in the Princes' Terraces.

Λhεε+εp+εe

AREA 2 INSCRIPTION

εpεε λp+ελλ

AREA 3 INSCRIPTION

+pεε'εε

AREA 4 INSCRIPTION

εhhεε+ελλ

AREA 5 INSCRIPTION

+εεεελλεε

AREA 6 INSCRIPTION

ελλ+εεεεε

AREA 7 INSCRIPTION

ελλ+εεεε

AREA 8 INSCRIPTION

εpεελλ

AREA 9 INSCRIPTION

PLAYER HANDOUT 5. STORY

AWARD

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

STORY AWARD

Token of the Withered Mother. At the risk of your safety and sanity, you have acquired an iron token from an annis hag. The iron token is magically bound to you and all attempts to get rid of it prove futile—howsoever you try, the token reappears in your hand at the end of each long rest.

So long as the iron token is bound to you, whenever the moon is at its fullest, you dream about receiving a visit from the Withered Mother who gave you the token. In the dream, the hag takes your head in her hands and plants a kiss on your cheek. When you awaken, your cheek smells of rancid spittle.

Whenever you play one of the DRUID series adventures, you make all Charisma and Charisma-based skill checks at Disadvantage.

PLAYER HANDOUT 6. MAGIC ITEMS

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

ASHARAM'S ORB OF ENSNARING (IRON BANDS OF BILARRO)

Wondrous item, rare

This iron sphere measures 3 inches in diameter and weighs 1 pound. You can use an action to speak the command word and throw the sphere at a Huge or smaller creature you can see within 60 feet of you. As the sphere moves through the air, it opens into a tangle of metal bands.

Make a ranged attack roll with an attack bonus equal to your Dexterity modifier plus your proficiency bonus. On a hit, the target is restrained until you take a bonus action to speak the command word again to release it. Doing so, or missing with the attack, causes the bands to contract and become a sphere once more.

A creature, including the one restrained, can use an action to make a DC 20 Strength check to break the iron bands. On a success, the item is destroyed, and the restrained creature is freed. If the check fails, any further attempts made by that creature automatically fail until 24 hours have elapsed.

Once the bands are used, they can't be used again until the next dawn.

This item is always chilly to the touch and, at first sight, appears to be a solid iron ball not unlike a large bearing. Closer inspection reveals fine lines that make up minutely elaborate whorls and swirls on the ball's surface. Even closer inspection reveals short passages written in celestial runes. Anyone who can read celestial or who uses a *comprehend languages* spell (or an otherwise similar ability) discerns the following sentence—the sphere's command phrase—in the writing: "Bind the Stinger to the floor and force the singer to sing no more."

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

SHADOWNEEDLE (UNBREAKABLE ARROW)

Weapon (arrow), common

This arrow can't be broken, except when it is within an *antimagic field*.

One of twenty unbreakable arrows crafted with Shadowsong, when this arrow is nocked onto the Oathbow and leveled at an opponent, a gentle hum fills the wielder's mind, steadying their hand and steeling their focus (this feature bears no mechanical effect). When fired from Shadowsong, the wielder may say the words, "Needles, return to your thread" to make this arrow (and any other in its set loosed from the wielder's hand) reappear in the wielder's quiver.

This item can be found in *Xanathar's Guide to Everything*.

ABOUT THE AUTHOR

Jay Africa is a freelance game designer, graphic designer, theatre designer, and occasional actor and musician. He lives in Los Angeles CA, United States, and is the father of two cool kids.

Jay was a Local & Regional Coordinator for the D&D Adventurers League and has designed several published adventures for the organized play program. He continues to run games and design adventures for the Adventurers League, taking great joy in playing D&D nationwide and meeting players from all walks of life.

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