



SUITS OF THE MISTS

Strange things are afoot in the Moonsea. The factions have called all those willing and able to investigate strange occurrences in the region surrounding Phlan. Dark whispers and unseen terrors lurk in the misty shadows between this world and someplace much more sinister. Unveil the horrors before it is too late! Part one of Misty Fortunes and Absent Hearts.

Five, 1-Hour Mini-Adventures for 1st and 2nd Level Characters



Shawn Merwin
Adventure Designer

Adventure Code: DDAL4-01

Development and Editing: Claire Hoffman, Travis Woodall

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Matt Sernett

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Not for resale. Permission granted to print or photocopy this document for personal use only.

Suits of the Mists

Introduction

Welcome to *Suits of the Mist*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the Curse of Strahd™ storyline season.

This adventure is designed for **three to seven 1st-level and 2nd-level characters**, and it is optimized for **five 1st-level characters**. 2nd-level characters might have a much easier time playing the adventure. Characters outside this level range cannot participate in this adventure. Players with ineligible characters can create new 1st-level characters or use pre-generated characters.

This adventure is divided into five mini-adventures, each of which should take approximately 60 - 120 minutes to complete. It is highly recommended that these adventures are played in sequential order. If the adventure is being run in a single session, a guiding storyline allows all of the mini-adventures to be run consecutively as a longer play experience.

The D&D Adventurers League

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

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

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

or lower than the level range of a D&D Adventurers League adventure.

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

www.dndadventurersleague.org

Preparing the Adventure

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

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

Before Play at the Table

Ask the players to provide you with relevant character information:

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

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

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from

the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

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

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 2nd-level characters**. To figure out whether you need to adjust the adventure, do the following:

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

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

Determining Party Strength

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

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

Running the Adventure

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

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

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

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to

give each of them the experience they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

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

Downtime and Lifestyle

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

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

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

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

Spellcasting Services

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

Help From Who!?

For the current storyline season, *Curse of Strahd*, the rules for spellcasting services are changed for characters adventuring in Barovia. In Strahd's bleak domain, there simply aren't any settlements where spellcasters can accommodate such needs, and those places of worship that might otherwise provide spellcasting services are overrun with monsters. As such, unless otherwise detailed in an adventure, the only individual able to provide spellcasting services is **Jeny Greenteeth**. This will no doubt lead to some uncomfortable situations and unforeseen consequences.

Refer to Page 7 of the *Adventurers League Dungeon Master's Guide* for more details.

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

Spellcasting Services

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

Acolyte Background

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

However, no religions have established places of worship here of sufficient size to provide spellcasting services. Because of this, characters with the Acolyte background gain no benefit from this trait.

Character Disease, Death, and Recovery

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

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

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

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

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

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

Resurrection Madness

In Barovia, the souls of the dead are as trapped as the souls of the living. They become caught in the mists and can't travel to the afterlife. When a humanoid who has been dead for at least 24 hours returns to life, either by way of a spell or some supernatural means, it gains a random form of indefinite madness brought on by the realization that its spirit is trapped in Barovia, likely forever. To determine how this madness is expressed, roll on the Indefinite Madness table in chapter 8 of the *Dungeon Master's Guide*.

Vampirism and Lycanthropy

Vampires and lycanthropes are not included in the allowed rules for character creation or advancement (see the *D&D Adventurers League Player's Guide*). These conditions grant characters powers and abilities that are not suitable for organized play, and typically impose a restricted or prohibited alignment. As such, characters afflicted with vampirism or lycanthropy must have the affliction cured before the start of their next episode or adventure.

Afflicted characters have the following options:

- Lycanthropes can be cured with a *remove curse* spell. This spell is available as a spellcasting service for 90 gp (though Jeny Greenteeth might have additional requirements; see "Spellcasting Services" later in this guide).
- Vampires can be cured by a *wish* spell cast by a fellow player character (*wish* is not available as a spellcasting service). Alternatively, a vampire character can be slain and returned to life with *raise dead*, at the normal cost of 1,250 gp. If a character chooses to end a vampiric curse in this manner, the Dark Powers (see Page 8, *Adventurers League Dungeon Master's Guide*) **do not** offer a free *raise dead*, though Jeny Greenteeth might be willing to make a deal (see "Spellcasting Services" later in this guide).

An afflicted character who does not end his or her curse is retired from play until able to do so by one of

the means above, or through the application of DM rewards to the character.

The Demiplane of Dread

This adventure is set within the *Ravenloft* campaign setting, in the lands of Barovia which exists in the Demiplane of Dread. There are several atmospheric and thematic elements to keep in mind at all times while running your game:

The Land is Bleak

By the will of the Dark Powers, the sun never fully shines in the lands of Barovia. Even during the day, the sky is dimmed by fog or storm clouds, or the light is strangely muted. Barovian daylight is bright light, yet it isn't considered sunlight for the purpose of effects and vulnerabilities, such as a vampire's, tied to sunlight. Nevertheless, Strahd and his vampire spawn tend to stay indoors most of the day and venture out at night, and they are subject to sunlight created by magic.

Winter in Barovia

The winters are cold, wet, and stormy here. The natives of the Demiplane are prepared—well, as prepared as they can hope to be.

The characters, however, are unfamiliar with the realm. Thankfully, the region they came from was experiencing the worst winter in living memory, and are likely to possess winter clothing. If they are not, then, preparations are in order. The village has a single shop called The Hare & Hair where they are able to procure such supplies if they wish.

A dark sentience infuses the very soil, twisting and contorting everything within. In places where you would normally expect wildlife such as deer, rabbits, or squirrels, you instead find wolves, rats, and mangy dogs. Vegetation is rotted and dead, and forests are filled mostly with gnarled, thick trees with bare branches. Colorful, vivacious things simply do not exist.

The Denizens of Oraşnou

Most Oraşnou residents are mundane laborers, farmers, fletchers and other folk who fall under common professions. They typically have gaunt features, as crops often fail to take root, and creatures of the night frequently kill and devour their livestock.

Most are sullen, and often filled with fear, be it from the lands themselves, what lies within them, Lord Strahd, or their own tyrant of a Burgomaster; Ivan Randovich and his cronies. Be sure to play to the mindsets of these people who live

threadbare existences, constantly on the precipice of horror during your roleplaying encounters.

As is the case with most of the denizens of Barovia, most of the people that reside in the village don't possess a soul. These people are empty shells created by Strahd's consciousness to populate his domain. However, about one in every ten people in Barovia are actually possessing of a soul—the souls of the original denizens of Barovia before its transition into the Demiplane. When a being with a soul dies in Barovia, its soul remains trapped until it is reincarnated later. Souls tend to wear clothing with a splash of color or have other features that demonstrate even a small bit of individuality.

Alterations to Magic

The land of Barovia resides in its own demiplane, isolated from all other planes, including the Material Plane. No spell—not even *wish*—allows one to escape from Strahd's domain. *Astral projection*, *teleport*, *plane shift*, and similar spells cast for the purpose of leaving Barovia simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell and the Etherealness feature of incorporeal undead, is the exception to this rule. A creature that enters the Border Ethereal from Strahd's domain is pulled back into Barovia upon leaving that plane.

For the purpose of spells whose effects change across or are blocked by planar boundaries (such as *sending*), Strahd's domain is considered its own plane. Magic that summons creatures or objects from other planes functions normally in Barovia, as does magic that involves an extradimensional space. Any spells cast within such an extra-dimensional space (such as that created by *Mordenkainen's magnificent mansion*) are subject to the same restrictions as magic cast in Barovia.

While in Barovia, characters who receive spells from deities or otherworldly patrons continue to do so. In addition, spells that allow contact with beings from other planes function normally—with one provision: Strahd can sense when someone in his domain is casting such a spell and can choose to make himself the spell's recipient, so that he becomes the one who is contacted.

Cosmetic Spell Modifications

At your discretion, a spell can be modified cosmetically to enhance the horrific atmosphere of Ravenloft. A few examples are presented below:

Alarm. Instead of hearing a mental ping when the alarm is triggered, the caster hears a scream.

Bigby's Hand. The conjured hand is skeletal.

Find Familiar. The familiar is undead instead of being a celestial, a fey, or a fiend, and is immune to features that turn undead.

Find Steed. The summoned steed is undead instead of being a celestial, a fey, or a fiend, and is immune to features that turn undead.

Find the Path. A child's spirit appears and guides the caster to the desired location. The spirit can't be harmed and doesn't communicate.

Fog Cloud. Misty, harmless claws form in the fog.

Gust of Wind. A ghastly moan accompanies the summoned wind.

Mage Hand. The summoned hand is skeletal.

Maze. The surfaces of the demiplane's maze are made of mortared skulls and bones.

Phantom Steed. The steed resembles a skeletal horse.

Rary's Telepathic Bond. Characters linked together by the spell can't shake the feeling that something vile is telepathically eavesdropping on them.

Revivify. A creature restored to life by a *revivify* spell screams upon regaining consciousness, as though waking from some horrible nightmare.

Spirit Guardians. The spirits appear as ghostly, skeletal warriors.

Wall of Stone. A wall created by the spell has ghastly faces sculpted into it, as though tortured spirits were somehow trapped within the stone.

Count Strahd Von Zarovich

Lord Strahd is the Darklord of Barovia. He rules his domain from Castle Ravenloft as Strahd IX; a descendent of Strahd I. In actuality, Strahd I and Strahd IX are the one and the same--a vampire. As a mortal, Strahd fell in love with Tatyana Federovna; the bride of his younger brother Sergei. In his jealousy, Strahd murdered his brother and became the Darklord of Barovia; which was swept away into the Demiplane along with its ruler. Since then, Strahd is cursed to seek incarnations of Tatyana for eternity. NOTE: Strahd is not present in this adventure.

Not Without Humor

The bleak and oppressive landscape must give way now and then to some moments of respite, not only does this break up the taxing mindset that Ravenloft can evoke, but it also provides good chances for horror to sneak back up on players just as they least expect it.

Adventure Background

Following the fall of Phlan to the so-called "Maimed Virulence," the green dragon Vorgansharax, the five factions quickly began planning to drive the beast from the beleaguered town. Since the process of marshalling resources has been slow, sentries were set at various locations outside Phlan, all watching for any movement from the dragon or its forces.

With efforts to retake the town finally bearing fruit, the factions are hearing reports of strange happenings in the lands around Phlan. Worried that these reported oddities might interfere with their plans, or be signs of more sinister impediments, the factions are sending their agents to investigate.

One of the rumor hubs near Phlan is the Crossing Inn, a waystation for travelers along the Phlan Path, which runs between Phlan and Melvaunt. The patrons and staff of the inn believe that some unnamed doom, something even direr than the Maimed Virulence, is creeping steadily toward Phlan.

This vague uneasiness intensified when a family of Gur, itinerates distrusted by most, arrived at the Crossing Inn. These nomads, as befits their reputation, committed a host of crimes against the inn and its patrons.

When the characters arrive at the Crossing Inn to investigate the rumors, the patrons and staff provide sufficient fodder for further investigation into the Gur and what connections the characters might have to the approaching dread.

Adventure Overview

Suits of the Mist consists of five mini-adventures, each designed for **one to two hours of play**. Therefore, if you are attempting to run all five missions in one session, you need a minimum of five hours to do so (and possibly ten or more). If you run this adventure as part of an event that cycles players through quickly and involves limited time, DMs should be familiar with the mini-adventures they are running to save time at the table.

At public events, time is often the most important factor. Get the players into the mini-adventure as quickly as possible, keep an eye on the clock, and take whatever shortcuts are necessary to stay on schedule. Remind the players of the time limits, and encourage them to take the adventures at face value rather than looking for any hidden plots or side quests. If time is not an issue, let the characters spend more time interacting with the non-player characters within the mini-adventures.

The first four missions can be played in any order, but the fifth mission should be played last. The last mission details the characters' crossing from Faerûn into the land of Barovia, so it may be anticlimactic for players to return and play other missions after playing the final one. However, the end of each mission contains an optional section that describes the characters crossing to Barovia, just in case it makes sense for the characters to enter Barovia and get involved in the story unfolding there, as described in other Season 4 adventures.

Adventure Hook

The adventure begins with the characters arriving at the Crossing Inn, finding the staff and patrons of the establishment in a tizzy.

Curse of Strahd Adventures

The adventures for the Curse of Strahd Season of Dungeons and Dragons Adventurers League deliver the most impactful experience when played in numeric order (i.e.: 04-01, then 04-02, and so on) but this is not required. Please carefully read the following pages and be prepared to adjust encounters, especially where key NPCs are concerned! Although DM tips may be found in the adventure, they are unlikely to cover every table or situation.

For a *Ravenloft* game, the world itself should be treated with great respect—it is a character unto itself, and the Dark Powers rarely respond positively to hand-waving and outright dismissal...

Any character afflicted with lycanthropy must receive the benefits of a *remove curse* at the end of this adventure in order to be rid of this horrible affliction. Characters that choose to remain afflicted or cannot afford this spell, become NPCs and are no longer playable in D&D Adventurers League games.

Read:

Your instructions were clear: Travel to the Crossing Inn, located a short ride east of the town of Phlan, with a proverbial ear to the ground. With plans to liberate Phlan underway, vigilance is of the utmost importance. Not surprisingly, strange rumors from the areas around Phlan have the faction leaders nervous.

The trip to the Crossing Inn was uneventful but disconcerting. The air was unseasonably cold even as the height of winter approaches and a strange, unrelenting fog that envelops the area has had other travelers you've crossed paths with on edge. Scavenging creatures have been seen in unusual numbers, roaming the edges of the roads. The world just seemed darker.

The warmth of the Crossing Inn's octagonal common room engulfs you as you enter. Instead of warm smiles, the barkeep and patrons offer suspicious glares—unusual for the inn.

Although several patrons frequent the inn, all are crowded around a large table in the corner. Everyone seems to be speaking at once, voices teeming with anger and concern. Among the jumbled words you hear some clearly: "*filthy Gur*", "*cursed nomads*", and "*larcenous and murderous*."

After a few moments, the tavern owner, a male human called Romsan Kal, breaks from the group of complaining patrons to greet the characters. He puts on a forced smile, runs a hand over his scarred, bald head, and asks if the characters would like food, drinks, or a bed in the common room.

If asked about the unrest at the inn, Romsan explains that strange things have been happening in the area for a couple of ten-days or more: animals acting in an uneasy manner, the cursed ever-present fog, unnaturally cold weather, and rumors of strange creatures stalking the lands surrounding Phlan.

Worse yet, a family of Gur set camp in the area just eight days ago. (Gur are a human race infamous in the Realms for their nomadic lifestyle.) Any character succeeding on a DC 9 Intelligence (History) knows about the Gur—and their reputation. Romsan welcomed the Gur (or more specifically, their coin) despite the grumbles from the rest of his clientele. For a time, the Gur were well behaved and were even becoming well-liked at the Crossing Inn. They had provided entertainment and stories and taught the locals some new card games and drinking songs. The eldest Gur, Papa, even mixed up a concoction to help one of the patrons with a headache.

Things have turned around quickly, however, in the last 24 hours. Apparently, the Gur proved to be as treacherous as their reputations suggested.

During the course of their conversation with the locals, the characters learn about a number of events that took place at the inn. These events are recapped in additional detail in Player Handout 1. The handout provides information that leads to the first four missions of this adventure. The final mission occurs when all of them have been completed and the characters return the errant Gur back to the inn. The characters learn:

- A young Gur named **Hricu** drugged a female elf mage and stole her wand. He was last seen headed towards the hills.
- An adult Gur named **Rilynin** stole some gems from a merchant. The merchant discloses that the wizard staying at the inn cast a spell and learned that the

box containing the gems are currently on the road leading into the Glumpen Swamp.

- An older Gur named **Kehkim** stole a wagon-load of weapons stored here by local militiamen. The wagon was seen headed towards Thar where there is an ancient stronghold occupied by orcs.
- An even older Gur called **Papa** cursed the assistant of the inn's cook. Since the night before, the assistant is alive, but is completely unresponsive. Papa was seen fleeing into the nearby Quivering Forest. He needs to be retrieved if the locals have any hope of removing the curse.

Once the characters are brought up to speed by the patrons of the inn, they are approached by Aya Glenmiir (DDEX1-06 *The Scroll Thief*, DDEX1-9 DDEX1-10 *Tyranny in Phlan*, DDEX2-09 *Breath of the Yellow Rose*), an elven wizard staying at the inn while she waits to join the upcoming epic battle to reclaim Phlan.

One of the patrons of the inn, an elf who displays the trappings of an arcanist and seems to be enjoying the company of the small, furry creature perched on her shoulder, asks to speak to you.

"I wanted to pass on one bit of information. I talked to the Gur you pursue. I don't have the same superstitious beliefs as the locals here. To me, the Gur seemed just as scared as the rest of us by the changes in the area. I am not sure what they are playing at, but they might know some important secrets. Treat them well, and they may become important allies."

Aya suggests that the Gur should not be killed. She recommends that each of the Gur should, instead, be brought back to the Crossing Inn to answer for their crimes in a fair and just manner.

They also might have information about all the strange things happening in the area, whether they are involved or not. If asked about the merchant's gems, Aya confirms that she cast *locate object* for the merchant.

Roleplaying Aya Glenmiir

Aya is a female elf of about 300 years. She has long, auburn hair and radiant green eyes, along with a bit of an ego. She's well aware of the allure and mystery that her racial heritage evokes, and has no reservations against capitalizing on it. She is quick with a coy smile and a twist of the hair if it gets her what she wants. But despite this, she is quite brilliant, especially when the Weave is discussed.

Development

If the play environment does not include time restrictions, feel free to roleplay the plot hook conversations. After they've talked to the various occupants of the inn, provide the characters with the summarized plot hooks in **Handout 1**. These are meant to help play move along more quickly by providing all the relevant information without getting bogged down with interactions that, while generally fun and entertaining, can lengthen the play experience.

Mission 1: Stars

Following the reported path of the young Gur thief Hricu into the Vanishing Hills, the characters quickly find strangeness seeping from the very landscape.

Stars

This suit represents personal power, control, arcane classes, science, abuse of power, hunger, and fire.

As the characters press deeper into the hills, read:

Your journey into the Vanishing Hills was made difficult by the frigid winds and obstinately clinging fog. Now, however, other obstacles have presented themselves.

Strange lights and occasional bursts of fiery light are clearly visible further up the slopes, while a thick layer of ice covers all paths in front of you. The slope ahead of you is teeming with thistle bushes bearing large, bright-red flowerheads, which have somehow managed to survive the ice and cold.

Several magical forces are at play in this area, each bringing their own unique effects to the landscape: the incursion of the mists of Ravenloft, the presence of the dracolich Throstulgrael, and the release of energy when Hricu accidentally broke the *wand of fire*.

Flame Thistles

The combination of magic suffusing the area has turned the thistle plants on the slope into magical traps. If a creature enters a patch of thistle, some of the flowerheads attach to the creature and separate from the brush. Any character succeeding on a DC 11 Intelligence (Nature) check identifies the flame thistle and its properties.

A round after being removed from their stem, a flowerhead explodes for 2 (1d4) points of fire damage each. With a successful DC 10 Dexterity (Sleight of Hand) check, an adventurer can pick a flowerhead from a fire thistle bush without exploding it. If the check fails by 4 or more, the flowerhead ignites. Treat a thrown flowerhead as *alchemist's fire*. **The magic of picked flowerheads disappears at the end of this mission.**

Flame Thistle Flowerhead

These sticky, burr-covered growths ignite when subjected to force. As an action, you can throw a flowerhead up to 20 feet, detonating it on impact. Make a ranged attack against a creature or object, treating the flowerhead as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start

of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Normally the characters would be able to easily avoid the patches of flame thistle, but the icy slope makes scaling the hills treacherous. In order to scale the 200-foot slope, a character must make a DC 10 Strength (Athletics) check. A failed check sends the adventurer sliding down the slope, taking no damage but careening through a flame thistle bush and picking up 1d3 flowerheads, which explode a round later. One flowerhead can be removed with an action and a DC 10 Intelligence (Nature) check. The flowerheads are delicate and simply tearing them off causes them to explode. Any character that removes a flowerhead in this way must make the saving throw listed above, but with disadvantage.

If one adventurer can get to the top of the slope and secure a rope or other climbing-assistance gear, anyone using that gear makes the check with advantage, and can choose to use either Strength (Athletics) or Dexterity (Acrobatics) for the check.

Allow the characters to be creative in dealing with the thistles. Some may try using area-of-effect spells or the like in clearing large swathes of the plants. If, for example, *thunderwave* is used to do so, the thistles fly from the plants and explode dramatically—possibly creating a small avalanche or similar effect.

XP Award

If the characters successfully navigate the slope without taking damage from the flame thistles, award each character 25 XP.

1. Ice Cats

Light. The fog parts to allow bright light to reach the hills.

At the top of the icy slope is a level area littered with large boulders. Resting among the boulders are four **ice cats**. A character that succeeds at a DC 11 Wisdom (Survival) check notices the tracks of large felines in the area.

A few minutes after the first adventurer reaches the top of the slope, the ice cats slink from their hiding places and attack. Any adventurer at the top of the slope that succeeds on a DC 13 Wisdom (Perception) check sees the cats stalking the characters. A character with a passive Perception of 13 or higher also notices the cats hiding among the boulders. Any character that succeeded on the Wisdom (Survival) check above makes this check with advantage

(equitable to a +5 bonus to their passive Perception score).

When the first adventurer reaches the top of the slope, read:

The slope levels into a plateau here. Snow covers the ground instead of ice, and few scattered boulders dot the otherwise barren landscape. Beyond the field of snow-covered, boulders is a cliff, a small cave visible in its face.

Tactics

If the combat moves from the level plateau back onto the icy slope, the hungry ice cats can traverse the ice without problems, while the characters must treat it as difficult terrain. The ice cats know about the flame thistles and prefer to stay off the slope to avoid the fire damage, if possible.

Developments

Once the cats are defeated, the characters have an opportunity to take a short rest, if desired. Taking a long rest in the frigid, dangerous area is unwise. A DC 10 Intelligence (Investigation or Nature) check reveals that more ice cats are in the area, and staying for more than an hour would bring the characters into contact with a much larger pack.

Tracks in the snow reveal, with no check necessary, that a single humanoid creature, roughly the size of a halfling or young human, passed through this area and to the north a few hours ago.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** Remove an **ice cat**, and reduce the DC to spot the cats to 12. Do not attack the characters until they are all at the top of the slope.
- **Strong or very strong party:** Add an **ice cat**. The creatures attack 10 rounds after the first adventurer arrives at the top.

2. Angry Icicles

Light. This passage is unlit.

Ceiling. This passage's ceiling is 15 feet high.

Hricu's trail is easy to follow up the slope to the north. His tracks continue towards a cliff face with a cave set into its side and disappear inside.

The trail leads into a rough passage in the side of a cliff. The 10-foot-wide passage winds and descends slightly as it descends into the hill. Sharp icicles hang from the 15-foot-high ceilings, and the floor is littered with long, thin chunks of ice.

The magic of the area has made these icicles semi-sentient, and they want nothing more than to fall on anyone passing beneath them.

The first people passing down the corridor can make a DC 11 Wisdom (Perception) check or a DC 10 Intelligence (Arcana) check to realize that some of the icicles are actually trembling slightly and making excited whispering noises. If detected, characters can make any saving throws to avoid the ill-intended icicles with advantage. Fire-based attacks in the direction of the icicles also scare them.

If the icicles go unnoticed, the first creature passing beneath them (and only this creature) must succeed on a DC 10 Dexterity saving throw as the semi-sentient shards shriek gleefully and fall on their intended victim. On a failed saving throw, the creature takes 5 (2d4) cold damage. Damage is halved on a successful saving throw.

Perceptive characters can pick up the icicles and use them as darts that do cold damage instead of piercing, although the shrieking of the ice warns the stirges of the characters' approach. This cold damage, of course, could prove useful against the fire stirges.

The icicles melt at the end of this mission.

3. Shooting Stars

Light. This room is dimly lit by a lantern that Hricu carries.

Ceiling. This caverns ceiling is 30 feet high.

The icicle passage ends in a large cavern, where Hricu is currently fighting off stirges with two pieces of the broken *wand of fire*.

Within a cavern at the end of the icicle passage, a young human clutches pieces of thin wood in each hand. The flickering lantern at his feet plays shadows off his terrified face. Four creatures, like large bats with long, pointed mouths, hover about him. Occasionally, a spark of red energy arcs between the two wood fragments, driving the flying creatures back momentarily. Humanoid bones litter the edges of the cavern.

Four **fire stirges** harass Hricu, while more fire stirges rest among the crags and niches in the ceiling, preparing to attack. Four more fire stirges enter

combat in the third round of combat. If the characters are attempting to be stealthy, they may attempt a DC 10 group Dexterity (Stealth) check. If successful, the fire stirges are surprised.

The magic of the broken wand protects Hricu from damage of any type, putting up a shield when damage would occur. This magic disappears when the wood fragments are removed from his hands.

Hricu's Power

An adventurer can attempt a DC 10 Intelligence (Arcana) check to realize what is happening with Hricu. He is suffused with energy that was, until recently, safely contained in the *wand of fire*. Anyone character adjacent to Hricu that learns this and is also proficient with Arcana may spend an action to attempt a DC 10 Intelligence (Arcana) check. If successful, the adventurer manipulates the energy surrounding Hricu to lash out at a single target within 50 feet of the boy, dealing 5 (1d10) fire damage.

Additionally, the nimbus of energy surrounding Hricu completely protects him from the stirges. Describe a number of burnt stirges laying on the ground by his feet.

Developments

With the fire stirges defeated, Hricu cannot control the energy within himself. He talks very fast, runs around the characters, shakes uncontrollably, and then finally collapses in exhaustion as the energy drains away. He puts up no fight against the characters. If questioned about his actions, he provides the following answers. Even a DC 5 Wisdom (Insight) check reveals he is telling the truth:

- Hricu was instructed by his mother, Sybil, to steal the wand from the wizard and bring it here, where it was rumored that a powerful dragon lived.
- Hricu was supposed to offer the wand to the dragon in return for protection when the impending evil swept over the land. Instead, Hricu found this cave empty, and it mattered little, since he managed to break the wand while defending himself from the fire stirges.
- Hricu is unaware of what the other Gur have done at the Crossing Inn.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** Remove 1 stirge from the second wave.
- **Strong or very strong party:** Remove a round between the waves. The wave contains two more stirges.

Treasure

Among the bones in the room, the characters find a leather backpack carrying two fire opals worth 125gp each, as well as two *potions of healing*.

Into the Mist

From here, the characters may complete any of the other missions or, if they have completed the first four missions, proceed to Mission 5: Mists. It is highly recommended that they accomplish that mission last as it better handles the crossing into Ravenloft. Characters that have not completed the other five missions should not be permitted to fully enter the mists.

If, and only if, the characters have completed all five missions, read the following. Remember that once the character enters the mist, they can't return to Faerûn.

Any character that fully enters the mists earns the *The Demiplane of Dread* story award.

As you head back towards Phlan, the fog and mists grow so thick that you lose track of your companions. Even the sounds of walking and talking are muffled and mangled. The mists seem to take on grotesque shapes. The sounds you make echoing back as moans of spectral pain. The tension finally breaks as the mists thin, letting you see your landscape again.

But something is wrong. The air is still cold, but the frost is gone. A few wretched leaves still cling to the trees here, where all branches were bare moments ago.

A wooden sign rests on the path before you, having fallen off a tree. Next to it is a dead crow, frozen by the frigid air and partially eaten by vermin. In oddly slanted letters, the sign reads:

"Welcome to Barovia"

Rewards

Make sure the players note their rewards on their adventure log sheets. Provide them your name and DCI number (if applicable) so they can record who ran the session. If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you needn't wait until the end of the session to give the rewards the players earned during the individual missions, but you may.

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 listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Ice Cat	50
Fire Stirge	25

Non-Combat Awards

Task or Accomplishment	XP per Character
Survive the icy slope and icicles	25

The minimum total award for each character participating in this adventure is **75 experience points**.

The maximum total award for each character participating in this adventure is **100 experience points**.

Treasure

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

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

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

Treasure Awards

Item Name	GP Value
Fire opals	250

Potion of Healing

Potion, common

A description of this item can be found in the basic rules or the *Player's Handbook*.

Story Awards

Characters have the opportunity to earn the following story awards during this adventure. This award is only earned if the characters voluntarily enter the mists at the end of the mission. This award prevents them from participating in any unaccomplished missions.

The Demiplane of Dread. You have traversed the mists and now find yourself in the Demiplane of Dread and, until this story award is removed, you are unable to leave. So long as you are trapped, you cannot participate in any adventure or event that takes place outside of Barovia. Tread carefully during your time here, the Dark Powers are watching.

Downtime

Each character receives **five downtime days** at the conclusion of this mini-adventure.

DM Rewards

You receive **100 XP, 50 gp, and five downtime days** for each session you run of this mini-adventure.

Appendix: Monster/NPC Statistics

Ice Cat

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +6

Damage Vulnerabilities fire

Damage Resistances cold

Senses passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Ice Walk. The ice cat can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost extra movement.

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

Pounce. If the ice cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the cat can make one bite attack against it as a bonus action.

Actions

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

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

Fire Stirge

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Damage Vulnerabilities cold

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the fire stirge attaches to the target. While attached, the fire stirge doesn't attack. Instead, at the start of each of the fire stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The fire stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the fire stirge.

Flare (Recharge 6). The fire stirge exhales fire that fills a 5-foot square adjacent to it. A creature in that area must make a DC 10 Dexterity saving throw, taking 5 (2d4) on a failed save, or no damage on a successful one.

Appendix: The Frozen Cave Map



Mission 2: Coins

The merchant whose gems were stolen, an elf called Agrae, gives the characters directions, provided by the magical ring that lets him keep track of his more valuable and portable merchandise. Those directions take the characters into the eastern-most reaches of Glumpen Swamp approximately a day-and-a-half away by foot.

The characters can follow a clearly marked trail, made even more traversable by the frozen ground, which is normally swampy here. Signs of recent travel score the trail, which ends in a clearing. Have the characters attempt a DC 13 group Wisdom (Perception) check. If half or more succeed, they are able to hear a conversation before they move into the clearing.

The Coins

This suit represents avarice, desire, gluttony, obsession, wealth, poverty, charity, merchants, roguish classes, stealth, disguise, and air.

If they made the check, read:

As you are about to step into a clearing, you hear voices speaking in Common. "I was promised more than this," says a melodious, lilting voice. "I don't think I can part with the merchandise for this paltry amount."

A deeper voice, heavily accented, answers angrily. "The gems are worth more than we agreed to. You assured us that we had a deal."

From the frost-covered underbrush of the swamp, you see two parties conversing in the clearing. The first is a human male matching the description of the Gur named Rilynin. He holds a box of gems low, allowing a gnome clad in an abundance of furs to study the contents. She sniffs disdainfully as she runs a finicky finger through the box. Behind her, four humans dressed in chainmail and wielding spears watch the exchange with stoic and bored expressions.

If the characters failed the group Perception check, or if they choose not to hide and simply enter the clearing, read this text instead:

The trail you follow opens into a clearing. As you emerge, you see that the it is already occupied. A human male matching the description of the Gur named Rilynin holds a box of gems out to a female gnome clad in exquisite furs. Four humans dressed in chainmail level spears in your direction as you enter the clearing.

A. The Deal Completed

If the characters do not interfere, the two parties negotiate. Finally, the gnome, a dealer in stolen goods, accepts the offer. She takes the gems and presents a box in return. The box contains twenty vials of holy water (although only two of them are real, the rest are just water).

Once the trade is made, the two parties pack up and go their separate ways. However, before they can leave the clearing, a veritable army of blights attack. Proceed to Blight Barrage, below.

B. The Deal Interrupted

Light. This clearing is brightly lit by a number of lanterns on Churly's cart.

If the characters enter the clearing, or if they choose to interrupt the deal, they must interact with the parties.

A DC 10 group Dexterity (Stealth) check allows the characters a surprise round if they choose to attack without announcing themselves.

If they enter the clearing but do not attack immediately, the gnome speaks to the characters casually:

"I didn't expect a party in such a remote location! How wonderful! Alistair, bring some brandy for our guests. My name is Churly Pinket. What brings you into the cold swamp, my friends?"

Rilynin falls silent and lets Churly do the talking. Churly plays the innocent merchant for as long as she can. If the characters accuse Rilynin of stealing the gems, Churly acts surprised and claims that she knew nothing about it. She is only an honest merchant, she says, who was told that holy water was needed by an interested party, and they arranged to meet here. All of Churly's lies are opposed with a DC 18 Wisdom (Insight) check.

If the characters believe her story, or even just don't want to bother trying to capture her, she is happy to just hand over Rilynin to them without a fight. Before Churly and her guards can leave, however, the entire group is set upon by blights (see Blight Barrage, below).

The characters might decide to attack first. If that is the case, both Rilynin and Churly hide, allowing the four **guards** to take care of the nasty business of fighting. Both Rilynin and Churly have an AC of 10 and 5 hit points. They do not participate in combat.

Tactics

The guards fight to subdue the characters rather than kill them—something the players should be made aware of. After one of the guards are defeated, the others surrender.

Developments

If, by the fifth round of combat, the characters are still fighting the guards, blights attack (see Blight Barrage, below) begins.

Treasure

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** Remove a **guard**.
- **Strong or very strong party:** Add a **guard**.

XP Award

If the characters treat peacefully with Churly and his guards and avoid combat, award each character 25 XP.

Blight Barrage

The timing of the blight attack depends on when the DM thinks it makes the most sense. Consider the following when making that decision:

- When would the attack add most to the fun of the game for the players?
- When the flow of the game starts to stall or get awkward, would the attack keep things moving?
- When would the attack be best to challenge a strong party or help a weak party?

At whatever point the DM deems appropriate, a loud rustling begins within the thick foliage around the clearing. Rather than a Wisdom (Perception) check, an adventurer can make a DC 10 Intelligence (Nature) to recognize that some of the plants on the edge of the clearing are not native to the area and possibly not native to Faerûn. And they are moving closer. This avoids surprise for any adventurer making the check.

From all around the clearing emerge several blights: two **vine blights** and three **needle blights**.

Tactics

The blights fight to the death, as they seek the warm blood of living creatures, and they do not discriminate in who they attack. The only creature they do not attack is Rilynin.

Provided the guards are still alive, their priority is defending Churly. However, as an action, a character may be able to urge the guards to help defeat the blights rather than flee. Any character attempting to enlist the aid of the guards must succeed on a DC 13 Charisma (Persuasion) check. If the characters killed any of the guards the check is made with advantage. If the characters spared all of the guards or interacted with the guards peacefully, consider allowing the check to be made with advantage or succeed automatically in the case of exceptional roleplaying.

Developments

Upon defeating the guards, Churly asks the characters if they're interested in completing the transaction. In exchange for the box of gems, the characters receive a box containing a number of vials. Of them, only two contain actual *holy water*. If they do not acquiesce to Churly's offer, the characters are instead able to take possession of the box of gems (see the treasure section in *The Trip Home*, below).

While normally, any experience earned during an encounter would be divided by all participants in the encounter (in this case both the characters and the guards), however in this case, only divide the experience among the characters.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak or weak party:** Remove a **vine blight**. The guards attack the blights, even if the characters did not persuade them to help.
- **Strong or very strong party:** Add a **vine blight** and a **needle blight**. The guards are less likely to attack the blights.

XP Award

If the characters successfully convince the guards to help them, award each character 25 XP.

The Trip Home

Rilynin, once he sees the dangers present in the swamp, does not fight or try to escape from the characters. He happily goes back with them. As they travel, he explains why he stole the gems:

"You must understand. A great danger threatens this land, and it is already too late for you and me. My family needed the holy water that the gnome offered, and her price was the box of gems. She told us exactly where the merchant would be, and how we could steal the gems. She even arranged this meeting place. I must get back to my Sybil so we can prepare for the crossing over."

Even a DC 5 Wisdom (Insight) check reveals he is telling the truth. Rilynin cannot answer any more questions about the impending danger to the area; he says only that the characters should talk to Sybil to learn more, as she is the one with the gift of second sight and the power to see other worlds.

Rilynin insists that the characters come back and talk to Sybil. Once all the Gur are back together at the inn, Sybil comes out of hiding and instruct them all what to do.

Treasure

If they returned the gems, the merchant provides the characters with a pouch containing 250 gp.

If the characters steal the gems, they are worth 250 gp. However, thanks to her spell, Aya finds out what they've done. If the characters keep the gems for themselves, each character earns the **Aya Knows What You Did** story award.

Into the Mist

From here, the characters may complete any of the other missions or, if they have completed the first four missions, proceed to Mission 5: Mists. It is highly recommended that they accomplish that mission last as it better handles the crossing into Ravenloft. Characters that have not completed the other five missions should not be permitted to fully enter the mists.

If, and only if, the characters have completed all five missions, read the following. Remember that once the character enters the mist, they can't return to Faerûn.

Any character that fully enters the mists earns the **The Demiplane of Dread** story award.

As you head back towards Phlan, the fog and mists grow so thick that you lose track of your companions. Even the sounds of walking and talking are muffled and mangled. The mists seem to take on grotesque shapes. The sounds you make echoing back as moans of spectral pain. The tension finally breaks as the mists thin, letting you see your landscape again.

But something is wrong. The air is still cold, but the frost is gone. A few wretched leaves still cling to the trees here, where all branches were bare moments ago.

A wooden sign rests on the path before you, having fallen off a tree. Next to it is a dead crow, frozen by the frigid air and partially eaten by vermin. In oddly slanted letters, the sign reads:

"Welcome to Barovia"

Rewards

Make sure the 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. If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you can wait and give the rewards for all missions played at the end of 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 listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Guard	25
Needle Blight	50
Vine Blight	100

Non-Combat Awards

Task or Accomplishment	XP per Character
Avoiding a fight with the guards	25
Convince Guards to Help	25

The minimum total award for each character participating in this adventure is **75 experience points**.

The maximum total award for each character participating in this adventure is **100 experience points**.

Treasure

The characters receive the following treasure, divided up among the party in accordance with the rules set forth in the D&D Adventurers League Player's Guide. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

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

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

Vial of Holy Water

A description of this item can be found in the *Player's Handbook*.

Treasure Awards

Item Name	GP Value
Merchant's reward	250
--OR--	
Merchant's gems	250

Story Awards

Characters have the opportunity to earn the following story awards during this adventure. This award is only earned if the characters voluntarily enter the mists at the end of the mission. This award prevents them from participating in any unaccomplished missions.

Aya Knows What You Did. At some point during the adventure, you kept something valuable that didn't belong to you, and a rather powerful mage found out. Returning the gems (or their equivalent value) removes this story award. This may have implications in future adventures.

The Demiplane of Dread. You have traversed the mists and now find yourself in the Demiplane of Dread and, until this story award is removed, you are unable to leave. So long as you are trapped, you cannot participate in any adventure or event that takes place outside of Barovia. Tread carefully during your time here, the Dark Powers are watching.

Downtime

Each character receives **five downtime days** at the conclusion of this mini-adventure.

DM Rewards

You receive **100 XP**, **50 gp**, and **five downtime days** for each session you run of this mini-adventure.

Appendix: Monster/NPC Statistics

Needle Blight

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	4 (-3)	8 (-1)	3 (-4)

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

Needles. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

Vine Blight

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	5 (-3)	10 (+0)	3 (-4)

Skills Stealth +1

Condition Immunities blinded, deafened

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

Languages Common

Challenge 1/2 (100 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines.

Actions

Constrict. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and a large or smaller target is grappled (escape DC 12). Until

this grapple ends, the target is restrained, and the blight can't constrict another target.

Entangling Plants (Recharge 5–6). Grasping roots and vines sprout in a 15-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 12 Strength saving throw or become restrained. A creature can use its action to make a DC 12 Strength check, freeing itself or another entangled creature within reach on a success.

Guard

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

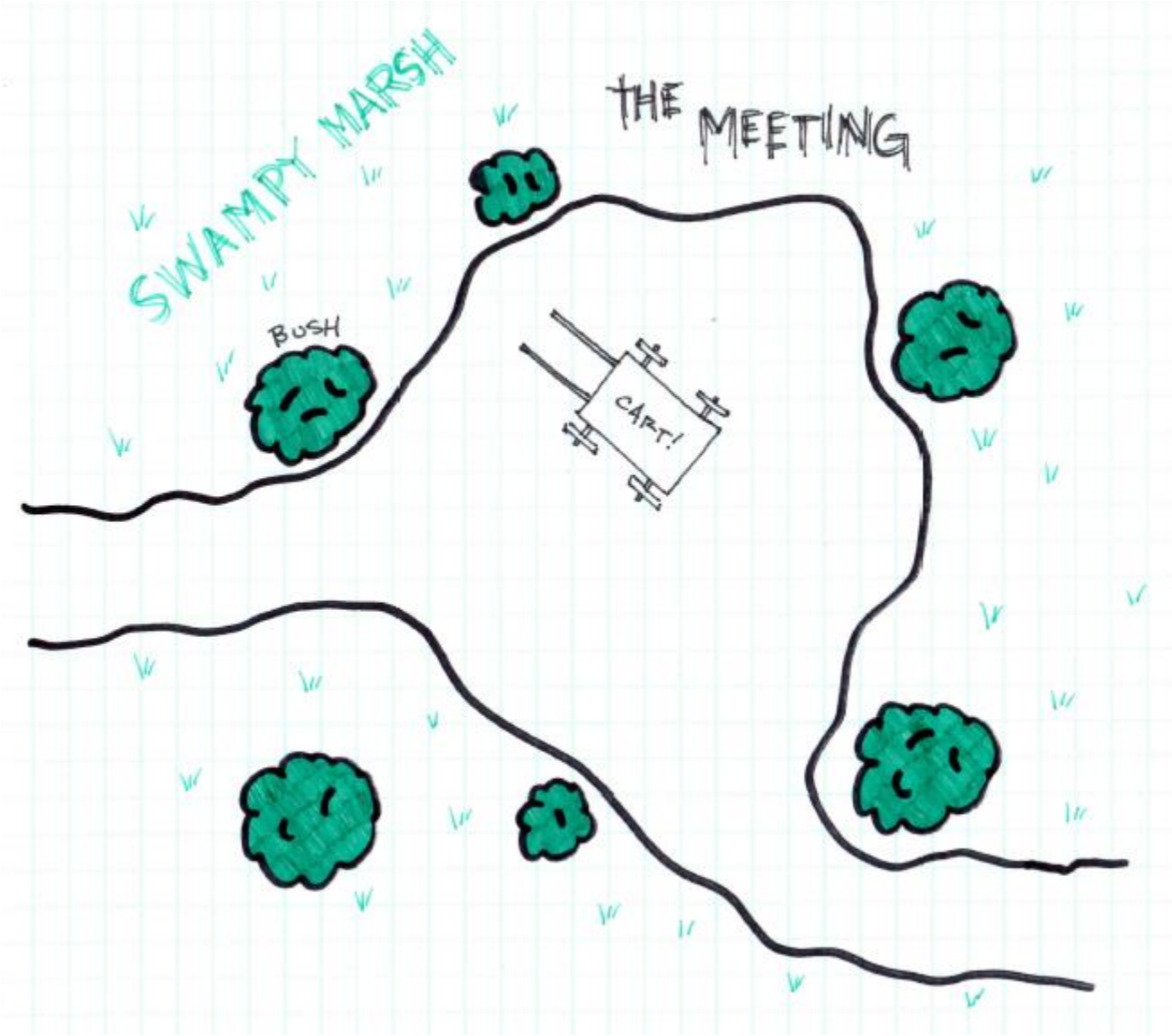
Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

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

Appendix: The Meeting Map



Mission 3: Swords

The trail of Kehkim is easy to follow, as the characters know he was heading in the direction of the ruins of a long-dormant stronghold, and travelers in the area witnessed his reckless drive in that direction less than a day before.

Swords

This suit represents aggression, violence, martial classes, government, leaders, sadism, brutality, and earth.

When the characters arrive within sight of the ruins, read:

The path takes you further up into the hills of Thar and eventually above the fog where a powerful sight greets you: the ruins of a two-story stone fortress rests atop a bluff. Much of the second story of the fortress is a crumbling ruin, but the outer walls are intact. A large stone ramp leads up to the main gate, but the gate doors are no longer intact.

Further ahead, a group of orcs wheels a cart up the ramp and into the stronghold. Although you are still an hour's march away, you are able to see a human form being carried into the fortress. Your quarry may have been captured by orcs!

Before the characters can get to the ramp leading into the fortress, they must contend with guards.

Advance Guard

On the path leading to the fortress, a pair of **orcs** hide in the bushes near some **snare traps**. Any characters that a passive Perception of 13 or higher notices the snares on the path when 30 feet away. Characters with a passive Perception of 15 or higher notice the orcs.

Snare Traps

Any creature who is 5 feet away from the trap must make a DC 15 Dexterity saving throw. On a success they avoid the trap. On a failed save, the adventurer is snared and hoisted 10 feet into the air. The character is restrained until freed.

Freeing the adventurer can be done in a variety of ways:

- A character may use an action to free a snared adventurer with a set of thieves' tools and a successful DC 15 Dexterity check.
- Deal a total of 5 damage to the rope with an AC of 10 (immune to poison and psychic damage, vulnerable to fire and slashing damage).

- Other methods at the discretion of the DM.

Unless precautions are taken, a released creature takes 3 (1d6) bludgeoning damage from the fall.

If the characters avoid the snares, they may still come into play during the combat. If the snare is detected, make the characters aware of the squares that contain a snare, and allow them to try to maneuver the orcs into those squares or be pushed into them themselves.

Tactics

The orcs are cowards and resentful, forced this task by stronger members of their tribe. If no characters are ensnared and one orc falls then the other turns tail and runs away into the hills, never to be heard from again.

Developments

The orcs have only their weapons and armor, except one of the orcs carries a piece of paper. On the paper are various words written in both Goblin and Orc. These are calls and responses for patrolling and guarding. These may be useful to the characters when they infiltrate the stronghold. For example, there are codes to shout out when you approach, when your area is all clear, when help is needed, etc.

It is also possible that the characters might keep a captive orc to gather information or demand help infiltrating the fortress. To see how useful captured orcs are, allow the characters to make a Charisma (Intimidation or Persuasion):

- If the result is less than 10, the orcs promise to help but betray the characters at the worst possible time.
- If the result is between 10 and 15, the orcs provide information and assistance, but betray the characters if it looks like the characters are weaker than the orc forces they face.
- If the result is more than 15, the orcs help the characters until all the characters are dead or captured.

XP Award

If the characters detected the snares without setting them off, award each character 25 XP.

Treasure

One of the orcs carries around a magnifying glass that she looted from a merchant she killed. She doesn't understand its value, but she likes how it makes her eyes look big. From the right buyer, it fetches 125 gp.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** Replace the orcs with 3 **goblins**, and lower the DC to avoid the snare to 10.
- **Strong or very strong party:** Add two **goblins**.

Raven at the Gates

When the characters arrive at the foot of the ramp, read:

A 20-foot-wide, 200-foot-long stone ramp leads from this point steeply upward onto the plateau that holds the fortress. Off either side of the ramp, a steep ravine falls away into mist. While it is impossible to tell the depth, it is unlikely anything could survive the fall.

From your vantage, you do not see any lookouts along the walls or at the ruined front gate. No movement at all is apparent, except for a circling raven. As you watch, the raven circles for a final time and then descend toward you.

The raven is called Esselios (AC 12, 1 hit point), and it was once a familiar for a wizard captured by orcs here long ago. Its master died, but Esselios survived, vowing to never let anyone else die at the hand of the orcs within the ruins.

If the characters attempt to attack it, the raven shrieks "NO!" and attempts to land near them. If the characters allow it to approach, Esselios speaks:

"Many orcs! Ogres! A giant! Human in cage! Human in cage! Brought weapons on cart!"

The raven speaks in short, squawking phrases, hopping around excitedly as it talks. Esselios despises orcs, and it keeps a wary eye on any half-orcs in the party. It can tell the characters what is happening at the fortresses. Over the last several weeks, many orcs and other monstrous humanoids have come to the fortress as some sort of war council. Other creatures have come as well.

Esselios can also provide reconnaissance information: all of the creatures are currently in the chambers beneath the stronghold, except for 2 "orcs" (or see Adjusting the Encounter sidebar) that guard the prisoner and the wagon full of weapons. If the characters act quickly, they can dispatch the orcs and free the prisoner without alerting the hundreds of creatures in the fortress.

XP Award

If the characters put Esselios to work scouting the fortress, award each character 25 XP.

The Courtyard

As the raven promised, the ramp is safe to traverse with no chance of being seen. When the characters arrive at the top and look into the courtyard, read:

At the top of the ramp is a 20-foot-square area that once stood between the inner and outer gates. With all the gates now detached and fallen, the area stands open.

Beyond the area is a courtyard, open to the sky. Much of the grounds are covered in rubble from the walls of the ruined fortress, although a cage has been erected in the east (where the #6 is on the map). A middle-aged human is slumped in the cage, his hands and feet bound with rope. To one side of the courtyard is a horse attached to a cart, within which a variety of weapons are piled. Two orcs are inside of the cart—rummaging noisily through its contents.

The two **orcs** are engrossed by the weapons and are not paying attention to the gates or the prisoner. Characters who understand Orc hear them arguing about who is going to get the sharpest axe and who is going to kill the most enemies. Consider their passive Perception to be 8 unless they are disturbed or attacked.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** Replace an **orc** with a **goblin**, and replace the **orc** with an **orc**.
- **Strong or very strong party:** Add an **orc**.

Tactics

If the characters befriended Esselios, he uses the Help action by flitting around the orcs, pecking at her eyes. The orcs do not target it; they focus their attacks on the characters.

Help (Action)

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more

effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

Freeing Kehkim

The lock on the cage holding Kehkim is rudimentary, requiring a DC 10 Dexterity check made with thieves' tools. It can also be smashed with a DC 10 Strength check, but that alerts the guards.

Kehkim is conscious, but woozy. He has an AC of 10 and 2 hit points remaining. His movement is 20 if he must move on his own. If he is healed, his movement of 30 feet is restored.

If freed, Kehkim tells the characters a story that might sound familiar if they've played the other missions: he stole the weapons and delivered them to the orcs for a reason. His daughter Sybil has visions of a terrible fate about to befall the area. While it was a desperate move, Kehkim hoped that a gift of weapons would bring the orc army to assist the Gur when the evil came. The situation is dire enough that it was worth the risk. A DC 5 Wisdom (Insight) check reveals he is telling the truth.

Kehkim suggests that the characters come back and talk to Sybil. They hear for themselves what is about to happen. He doesn't know where she is, but once all the Gur are back together, she promised to come find them.

XP Award

If the characters rescued Kehkim AND recovered the stolen weapons award each character 50 XP.

Treasure

Kehkim wears a pair of golden earrings set with jade and jet that are worth a total of 125 gp. If the characters rescue him, he offers them as a reward for saving his life.

Into the Mist

From here, the characters may complete any of the other missions or, if they have completed the first four missions, proceed to Mission 5: Mists. It is highly recommended that they accomplish that mission last as it better handles the crossing into Ravenloft. Characters that have not completed the other five missions should not be permitted to fully enter the mists.

If, and only if, the characters have completed all five missions, read the following. Remember that once the character enters the mist, they can't return to Faerûn.

Any character that fully enters the mists earns the ***The Demiplane of Dread*** story award.

As you head back towards Phlan, the fog and mists grow so thick that you lose track of your companions. Even the sounds of walking and talking are muffled and mangled. The mists seem to take on grotesque shapes. The sounds you make echoing back as moans of spectral pain. The tension finally breaks as the mists thin, letting you see your landscape again.

But something is wrong. The air is still cold, but the frost is gone. A few wretched leaves still cling to the trees here, where all branches were bare moments ago.

A wooden sign rests on the path before you, having fallen off a tree. Next to it is a dead crow, frozen by the frigid air and partially eaten by vermin. In oddly slanted letters, the sign reads:

"Welcome to Barovia"

Rewards

Make sure the 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. If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you can wait and give the rewards for all missions played at the end of 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 listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Goblin	50
Orc	100
Orog	450

Non-Combat Awards

Task or Accomplishment	XP per Character
Detecting the snares	25
Employ Esselios in Scouting	25

The minimum total award for each character participating in this adventure is **75 experience points**.

The maximum total award for each character participating in this adventure is **100 experience points**.

Treasure

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

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

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

Treasure Awards

Item Name	GP Value
Magnifying Glass	125
Kehkim's Earrings	125

Story Awards

Characters have the opportunity to earn the following story awards during this adventure. This award is only earned if the characters voluntarily enter the mists at the end of the mission. This award prevents them from participating in any unaccomplished missions.

A Fine, Feathered Friend. Having befriended the strange raven Esselios, if you are capable of casting *find familiar* you may take the talkative raven in that role. In addition to the other benefits of having a familiar, Esselios offers the following:

- His Intelligence is 4 (-3) and he can speak Orc and Elvish in addition to Common.
- He grants advantage on checks regarding Orc history, religion, and culture.
- He sometimes gets moody and petulant, muttering to himself in a language no one understands—even through the use of *comprehend languages*.

The Demiplane of Dread. You have traversed the mists and now find yourself in the Demiplane of Dread and, until this story award is removed, you are unable to leave. So long as you are trapped, you cannot participate in any adventure or event that takes place outside of Barovia. Tread carefully during your time here, the Dark Powers are watching.

Downtime

Each character receives **five downtime days** at the conclusion of this mini-adventure.

DM Rewards

You receive **100 XP, 50 gp, and five downtime days** for each session you run of this mini-adventure.

Appendix: Monster/NPC Statistics

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

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

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

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

Orog

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

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

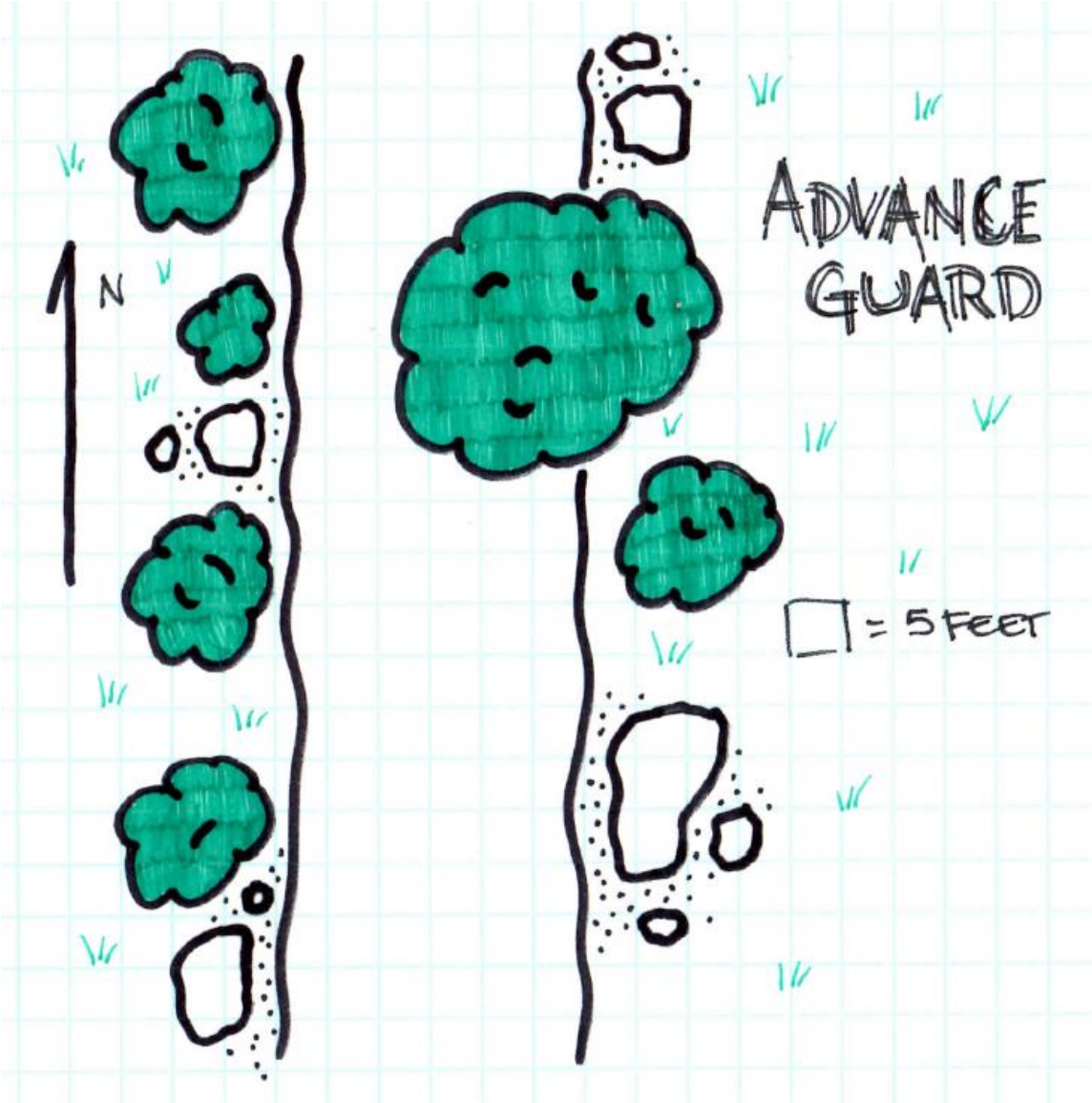
Actions

Multiattack. The orog makes two greataxe attacks.

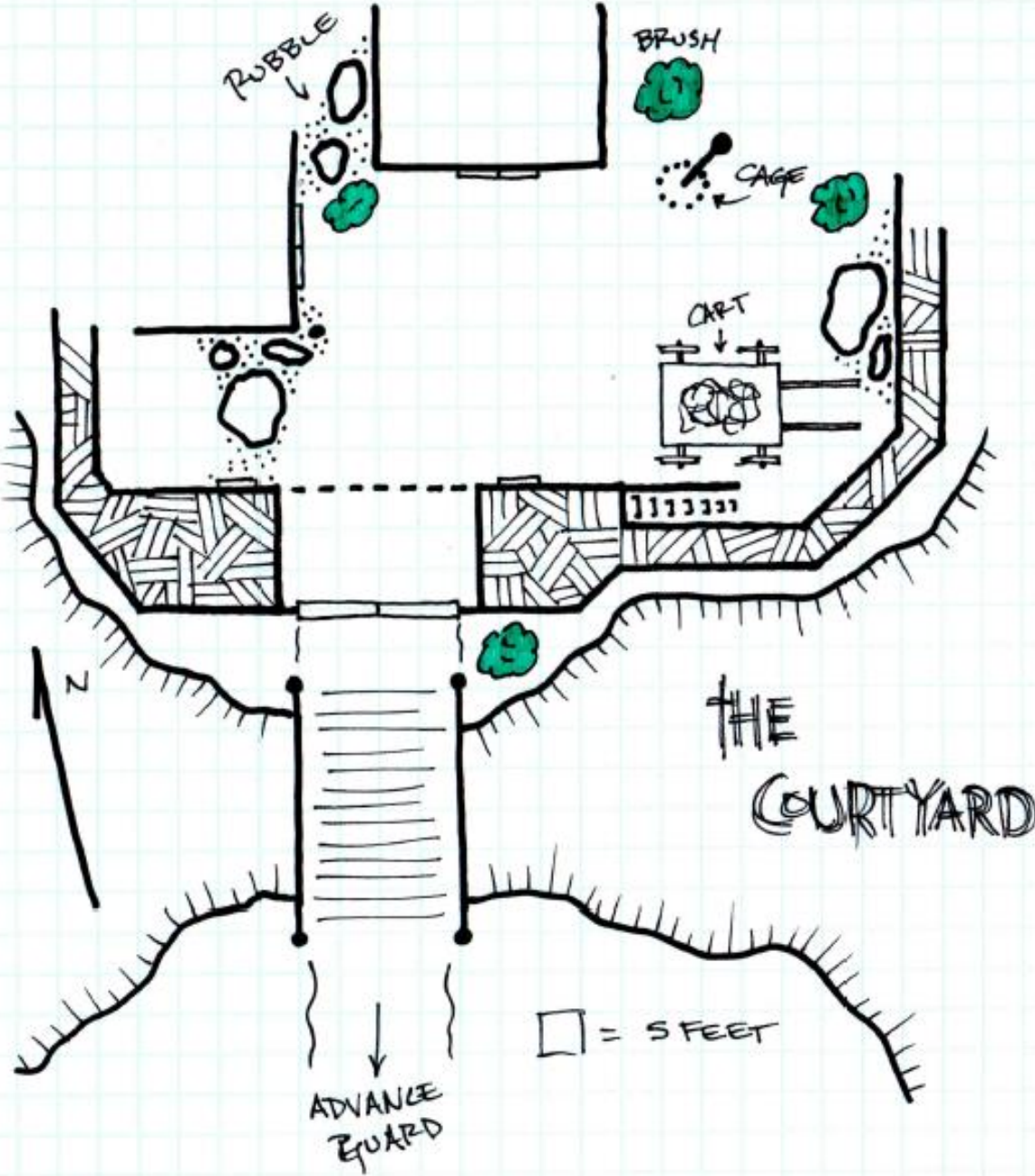
Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Appendix: The Advance Guard



Appendix: The Courtyard



Mission 4: Glyphs

The oldest Gur, Ozzcar, cursed the cook's assistant, stole some rare herbs and plants from the inn's pantry, and was seen entering the Quivering Forest.

Glyphs

This suit represents aggression, violence, martial classes, government, leaders, sadism, brutality, earth

No one can figure out how the Gur cursed the man, so the characters are asked to bring him back to heal the victim.

The Quivering Forest is rife with danger at the best of times, and the aura of strangeness that permeates the land only makes the forest more terrifying. The eerie silence of the forest is broken when squirrels with ragged fur hurl rotted acorns and screech at you from treetops.

Rolling mists pass over low the underbrush, seeming to make it move of its own accord. The creaking of trees in the wind sounds like low laughter. You know you are being watched. You're just not sure by whom. Or what...

Mad Elves

Light. Because of the forest canopy and mist, this area is dimly lit.

Before too much time passes, three **elf scouts** and four cooshee (**mastiffs**) emerge from the underbrush. The elves have longbows drawn and trained on the characters. They insist the adventurers, being trespassers in the Quivering Forest, must drop their weapons and surrender or be killed. A character succeeding at a DC 10 Intelligence (History) check recognizes the elves as those residing in Greenhall, an elven encampment within the Quivering Forest.

These elves have been corrupted by the mist, and they are only trying to get the characters to drop their weapons to make the battle easier. A DC 10 Wisdom (Insight) check reveals that the elves are likely to attack even if the characters surrender—perhaps an effect of the unusual mists in the area.

Cooshee

Also called an elven hound, these huge, long-lived dogs are often found in the company of elves. A cooshee has a greenish coat, mottled with brown patches.

A fearsome opponent, cooshees possess a tremendously loud bark and powerful jaws. It is said that a single cooshee is worth five orcs in the thick of battle.

A DC 10 Wisdom (Nature) check also reveals something interesting: The elves's dogs look as if they are ill at ease with the elves; the animals sense the unnatural force that has turned the elves into mindless killers. During the battle, a character can use an action to attempt a DC 10 Wisdom (Handle Animal) check to convince one cooshee to change sides and attack the elves instead. If the check is at least DC 5, the cooshee stops attacking but does not attack the elves unless a further DC 10 check is made.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** Remove an **elf scout**.
- **Strong or very strong party:** Add an **elf scout**.

Developments

At the conclusion of the battle, trying to question the elves is fruitless. They keep talking about the new master who is coming, and they seem as rabid as mad dogs.

Even if the cooshee are handled and fight against the elves, at the end of the battle they run off, fleeing the area out of fear.

Treasure

Each of the elves wears a pendant made of a rare, purple wood. The wood is not from a tree that any adventurer can recognize. The pendants can be sold for a total of 125 gp.

XP Award

If the characters persuade the cooshee to assist them against the elves, award each character 50 XP.

I Dream of Jeny

Shortly after the battle concludes (and the characters take a short rest if they wish), they hear more noises in the woods.

An old woman steps out of the forest into the path. She wears a simple, floral-print dressing gown—its hemline soaked with mud. Small, black eyes set into her wrinkled face gleam with wicked humor. Behind her, tethered to a leather leash, is an ancient human fitting the description of your quarry, Ozzcar. The crone tugs on the leash, nearly pulling the old man off his feet.

"So much strangeness," whispers the woman, shaking her head, "and now this. A simple woman of the woods cannot go out for a stroll without encountering strange old men and passing ruffians."

The old woman is Jeny Greenteeth (DDEX1-08 *Tales Trees Tell*), a green hag infamous in the Quivering Forest. She wears the guise of an old woman, but she is quite powerful. A character that succeeds on a DC 13 Intelligence (History) check recalls the hag's name as that of one of the dark fey that entered into a pact of protection with the town of Phlan long ago.

Roleplaying Jeny Greenteeth

Jeny Greenteeth is the living and breathing personification of hate and malice. She loathes humanity with every fiber of her being and lives to make it miserable. However, she is an exceptional actor and plays the sweet, doting grandmother to a T. Only when she is certain that her audience is not receptive to her act does she break character and reveal her true form and demeanor.

Quote: "Hush now dearie, or I'll carve out your eyes, too."

If the characters converse with her, she tells them the following:

- Her name is Jeny, and she has had strange dreams for the last few weeks—dreams of darkness and mist. Love and lost love. Terrible things that woke her in a start. The dreams made her decide to walk through the woods today, trying to figure out why everything felt so strange. She ran into this man, who was trespassing in her territory. He claims to be called Papa, but I can see the name Ozzcar burned into his heart.
- Ozzcar has been telling Jeny the most wonderful stories about his granddaughter Sybil, who has the gift of second sight. She says that a great evil is coming. [Jeny cackles a little at this.]
- Ozzcar offered Jeny some rare herbs and plants that can be used as spell components if Jeny would agree to protect Ozzcar's family when the evil comes, but Jeny isn't in need of any herbs right now.
- If the characters ask Jeny to surrender Ozzcar to them, Jeny politely declines. After a moment's thought, however, she reconsiders. If the characters bring her the heart of a golden elk of the Quivering Forest, she will gladly give them the old Gur.
- If any characters that might be ethically or morally opposed to killing a wild animal, Jeny informs the characters that the elves have lost all interest in hunting them and they are growing abundant in

number. Culling their number is necessary to keep the forest in good health.

- In exchange for this service, Jeny informs the characters that finding sufficiently powerful people to cast spells for them will be difficult here and that she can fill that void.

At this point the characters have a choice: They can either fight Jeny or go kill the elk. If Jeny gets the impression that the characters are likely to attack, she smiles and warns them that it would be a foolish decision. Consider adding thematic elements like the area growing dim in response to her thinly-veiled threats or simply her suggesting that she is not "*what you should truly be worried about here, dearie.*"

Fighting Jeny

Jeny is a fearsome opponent for a 1st-level party. They do not have to defeat her completely to win and neither does she particularly want to kill the characters. If she is reduced below 20 hit points, she uses her *invisible passage* ability to disappear; leaving Ozzcar to the characters. If she reduces a character to 0 hit points, she does not kill the character; she instead knocks the character unconscious.

Even if the characters manage to kill her, the hag does not stay dead long—the mists have plans for Jeny.

The Elk

If the characters agree to bring Jeny the heart of a golden elk, she tells them that they don't have to wander far to find them. She points north and says the characters can pick up tracks there:

Before long, you find the old woman was right. You easily find the tracks of a herd of elk in the frosty forest ground.

Following the trail, you soon come upon a shady glen, where 5 elk with gold-colored hide and fur drink from an icy stream.

The five **elk** can be surprised if the characters succeed at a group DC 10 Dexterity (Stealth) check. If successful, the characters are able to notice that one of them is ill or injured without the need for an Intelligence (Nature) check.

One of the elk is dying, its body succumbing to a plague brought in with the mist: a DC 11 Wisdom (Medicine or Nature) check reveals this. Knowing this, the characters might be able to come up with a plan to separate the sick one from the rest, thus

avoiding a deadlier fight and putting the creature out of what would be a miserable death.

The DM should use the best discretion when figuring out if that plan works. Use DC 10 as a base for any skill checks the characters might use in carrying out that plan.

Otherwise, if they make a frontal assault, the adventurers find themselves facing the full might of angry elk.

Treasure

The coat of a golden elk is valuable, but there isn't much of a market for it, so while they can skin any dead elk, they are able to fetch only 125 gp for the pelts—regardless of how many they try and sell.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** Remove an elk.
- **Strong or very strong party:** Add an elk.

Traveling Home

Once the characters take possession of Ozzcar, either by defeating Jeny or making the trade for a golden elk heart, the old man has much to say:

- His granddaughter Sybil has seen the future of this land. It is already too late to escape, so the Gur family is seeking powerful allies. Jeny Greenteeth is one such ally. However, she is so unpredictable, that she just captured the old man.
- Ozzcar does not know exact nature of the impending evil, but it is something that even the most powerful people in the land cannot stop.
- Ozzcar didn't curse the cook's assistant. He was, however, drugged. He admits to having to giving him far too much, however; this is likely to blame for his victim's current state.

Ozzcar tells the characters that Sybil has gone into hiding until all of the Gur return from their missions. When they are all back in the vicinity of the inn, she is going to meet them to provide further instructions.

Treasure

Ozzcar offers a *potion of healing* he made himself to the characters as a reward for rescuing him.

Into the Mist

From here, the characters may complete any of the other missions or, if they have completed the first

four missions, proceed to Mission 5: Mists. It is highly recommended that they accomplish that mission last as it better handles the crossing into Ravenloft.

Characters that have not completed the other five missions should not be permitted to fully enter the mists.

If, and only if, the characters have completed all five missions, read the following. Remember that once the character enters the mist, they can't return to Faerûn.

Any character that fully enters the mists earns the *The Demiplane of Dread* story award.

As you head back towards Phlan, the fog and mists grow so thick that you lose track of your companions. Even the sounds of walking and talking are muffled and mangled. The mists seem to take on grotesque shapes. The sounds you make echoing back as moans of spectral pain. The tension finally breaks as the mists thin, letting you see your landscape again.

But something is wrong. The air is still cold, but the frost is gone. A few wretched leaves still cling to the trees here, where all branches were bare moments ago.

A wooden sign rests on the path before you, having fallen off a tree. Next to it is a dead crow, frozen by the frigid air and partially eaten by vermin. In oddly slanted letters, the sign reads:

"Welcome to Barovia"

Rewards

Make sure the 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. If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you can wait and give the rewards for all missions played at the end of 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 listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Mastiff	50
Elf Scout	25
Jeny Greenteeth	700
Elk	50

Non-Combat Awards

Task or Accomplishment	XP per Character
Persuade the cooshee to help	50

The minimum total award for each character participating in this adventure is **75 experience points**.

The maximum total award for each character participating in this adventure is **100 experience points**.

Treasure

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

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

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

Treasure Awards

Item Name	GP Value
Elk Pelt	125
Pendants	125

Potion of Healing

Potion, common

A description of this item can be found in the *Player's Handbook*.

Story Awards

Characters have the opportunity to earn the following story awards during this adventure. This award is only earned if the characters voluntarily enter the mists at the end of the mission. This award prevents them from participating in any unaccomplished missions.

The Demiplane of Dread. You have traversed the mists and now find yourself in the Demiplane of Dread and, until this story award is removed, you are unable to leave. So long as you are trapped, you cannot participate in any adventure or event that takes place outside of Barovia. Tread carefully during your time here, the Dark Powers are watching.

Downtime

Each character receives **five downtime days** at the conclusion of this mini-adventure.

DM Rewards

You receive **100 XP, 50 gp, and five downtime days** for each session you run of this mini-adventure.

Appendix: Monster/NPC Statistics

Elf Scout

Medium humanoid (elf), neutral

Armor Class 14 (leather armor)

Hit Points 13 (3d8)

Speed 35 ft.

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

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Challenge 1/4 (50 XP)

Fey Ancestry. The elf scout has advantage on saving throws against being charmed, and magic cannot put it to sleep.

Actions

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 2) piercing damage.

Mastiff

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

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 60 ft., 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.

Elk

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 50 ft.

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

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

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

Actions

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

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

Appendix: The Quivering Forest Map



Mission 5: Mists

Only those characters that have completed all of the previous four missions should participate in this mission.

Once the adventurers have completed the first four missions successfully, they should have returned to the Crossing Inn along with the four Gur—Hricu, Rilynin, Kehkim, and Ozzcar. The Gur apologize to everyone and give the same reasoning for their crimes that they gave the characters: something terrible is coming to Phlan, and they were hoping to bargain with certain powers in the area to gain assistance when the worst happens.

Mists

This card represents mysteries, the unexpected, surprising future, and an unexpected voyage or odyssey

Once the four are in the same place, Sybil returns to the inn:

The ever-present mist gets thicker and thicker as the minutes pass. Then the fog closes in on the tavern itself, inching forth as slowly and as surely as death itself. As the mist touches the tavern windows, the door opens to reveal a Gur woman. She is still a relatively young woman. She wears a plain white blouse and multicolored, flowing skirts. Her black hair is wind-tousled as her blue eyes frantically and feverishly search the room.

The words "We've arrived," slip from her lips as she collapses.

She is uninjured, and she awakens soon after her collapse. If her family is present, they get her into a comfortable position until she regains her senses. When she does, she speaks to her family in a strange language (Gur). Those with the ability to understand picks up the gist of the conversation: She wants to know if they succeeded in their missions, and they tell her they did not.

General Features

Visibility. The fog heavily obscures any creature within it.

The Crossing Inn

As the happenings in the tavern unfold, the characters are called upon to be heroes outside:

"HELP!" comes a scream from outside. Through the window, you see the fog has thinned in patches, giving you a view of a young boy. He emerges from the mist, moving as quickly as his short legs can take him. He hesitates a moment and looks back, calling out "Mama, where are you?" In his hands, he clutches a marionette of a toy soldier tightly.

Within the fog, a hazy form passes boy, barely a blur, and then the boy is simply gone. You hear more screaming as a terrified-looking woman emerges from the mist. She is looking into the air and waving her arms.

Four **giant bats** have arrived from Barovia, and they are in search of some food in the form of children. They swoop in and out of the fog, attacking prey with their sharp fangs. Remember that creatures make their attack rolls against targets that can't see them with advantage.

The bats also squeak, chirp, and shriek as they fly through the fog and should serve as a clue for the characters to try and use the trumpet (see below).

If the characters choose to act, they can be out of the inn in a round. The woman, Grancie Plumm, was caught in the mist and is trying to get herself and her three children to the safety of the inn. However, she was separated from one of her children, Quiver, who vanished into the fog.

In the fog, along with Grancie, are two of her children: Ogvirth and Biddie. When combat begins, Grancie and her two children are split up. The two children are each in a separate patch of fog.

Sybil and the other Gur remain safely in the inn. They flee if confronted with danger.

The Trumpet

One of the children carries a trumpet which can be used to disrupt the bats' echolocation. If the adventurer uses an action to sound the trumpet, all bats within 30 feet of the trumpet are deafened until the end of their next turn. This can be done in consecutive rounds. If the bats are deafened while within a patch of fog, they are blinded and land at the beginning of their turn.

Tactics

The giant bats use the areas of fog to cloak their movements. They swoop past the children and focus their attention on the characters once combat begins.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** Remove a **giant bat**.
- **Strong or very strong party:** Add a **giant bat**.

Developments

After the characters have defeated the bats, they can bring the Plumms into the tavern, although Grancie has to be dragged because she wants to go find her son, Quiver.

The Crossing Over

After the battle, if the characters are about to run after the boy, the people at the Crossing Inn call them back before they can go. They say that Sybil wishes to speak to them before they leave.

With the family safe inside the inn, but the youngest son taken by the bats, Sybil speaks to you. Her voice, having been so soft up to this point, hardens.

"The boy is important, I have seen. Or something about him. Something he is, or something he carries. I must go with you as you search for him."

The Rasia family tries to convince Sybil to stay put, and when she refuses, they insist on joining her. She tells them that she has seen the future, and for now they must stay safely at the inn.

The adventurers and Sybil can now head into the mist, in search of Quiver. Sybil follows her second sight, leading the party down a path that leads toward a wooded area. After about 20 minutes of travel, she stops:

Sybil stops and peers into the mist. "The boy is near," she breathlessly whispers.

As she says the words, two human figures edge out of the deepest mist into your view. They walk slowly and carefully, as if not quite sure where they are. As they draw closer, you are able to see empty eye sockets, feral mouths, and sharp, jagged fingernails. The haunting semblance of a grin plays across its face, and you see that the creature drags a young boy behind him by the ankle.

Tactics

The two **mist zombies** are controlled by the mist itself, and they do not harm the boy or Sybil, as the mist wants both alive. They go after the characters, however, with the full force of their undead fury.

Treasure

Searching the zombie bodies reveals they are dressed as average farmers, but their clothing is just a bit strange, not what farmers in the Moonsea area would wear. Instead, they are wearing heavy, fur-lined clothing—akin to something you'd wear in a heavy winter.

In their pockets, the creatures carried a variety of trinkets and coins. None of the coins are of a recognizable mint. The coins are each stamped with a crowned raven clutching a sword on one side and an animal (wolves for gold, ravens for silver, and rats for copper) on the other. The total worth of the trinkets and coins is 250 gp.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak party:** Replace a mist zombie with a zombie.
- **Strong or very strong party:** Add a mist zombie.

Treasure

Once the boy has been rescued, Sybil draws close and, after surveying the scene, reluctantly gives the characters a *spell scroll of protection from good and evil*.

Into the Mists

Sybil becomes very distressed as time passes. Her skin pales and she finally is forced to sit. She begins talking in a voice not her own:

*The mists have come to take us all
Into a place of great darkness.
Evil lurks within;
An evil that only those of conviction
Have hope of destroying.*

If this is the case, the mist welcomes each of them. Each character earns **The Demiplane of Dread** story award. Read:

As you head back towards Phlan, the fog and mists grow so thick that you lose track of your companions. Even the sounds of walking and talking are muffled and mangled. The mists seem to take on grotesque shapes and echoes back the sounds you make as moans of spectral pain. The tension finally breaks as the mists thin, letting you see the landscape again.

But something is wrong. The air is still cold, but the frost is gone. A few wretched leaves still cling to the trees here, where all branches were bare moments ago.

A wooden sign rests on the path before you, having fallen off a tree. Next to it is a dead crow, frozen by the frigid air and partially eaten by vermin. In oddly slanted letters, the sign reads:

"Welcome to Barovia"

Rewards

Make sure the 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. If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you can wait and give the rewards for all missions played at the end of 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 listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Giant Bats	50
Mist Zombies	100

Non-Combat Awards

Task or Accomplishment	XP per Character
Rescue Quiver	20

The minimum total award for each character participating in this adventure is **75 experience points**.

The maximum total award for each character participating in this adventure is **100 experience points**.

Treasure

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

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

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

Treasure Awards

Item Name	GP Value
Zombie Trinkets	250

Scroll of Protection from Evil and Good

Scroll, uncommon

A description of this item can be found in the *Player's Handbook*.

Story Awards

Characters have the opportunity to earn the following story awards during this adventure.

The Demiplane of Dread. You have traversed the mists and now find yourself in the Demiplane of Dread and, until this story award is removed, you are unable to leave. So long as you are trapped, you cannot participate in any adventure or event that takes place outside of Barovia. Tread carefully during your time here, the Dark Powers are watching.

Renown

Each character receives **one renown** upon completing all five of the missions.

Downtime

Each character receives **five downtime days** at the conclusion of this mini-adventure.

DM Rewards

You receive **100 XP**, **50 gp**, and **five downtime days** for each session you run of this mini-adventure.

Appendix: Monster/NPC Statistics

Giant Bat

Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

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

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

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

Actions

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

Mist Zombie (Lesser Strahd Zombie)

Medium undead, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

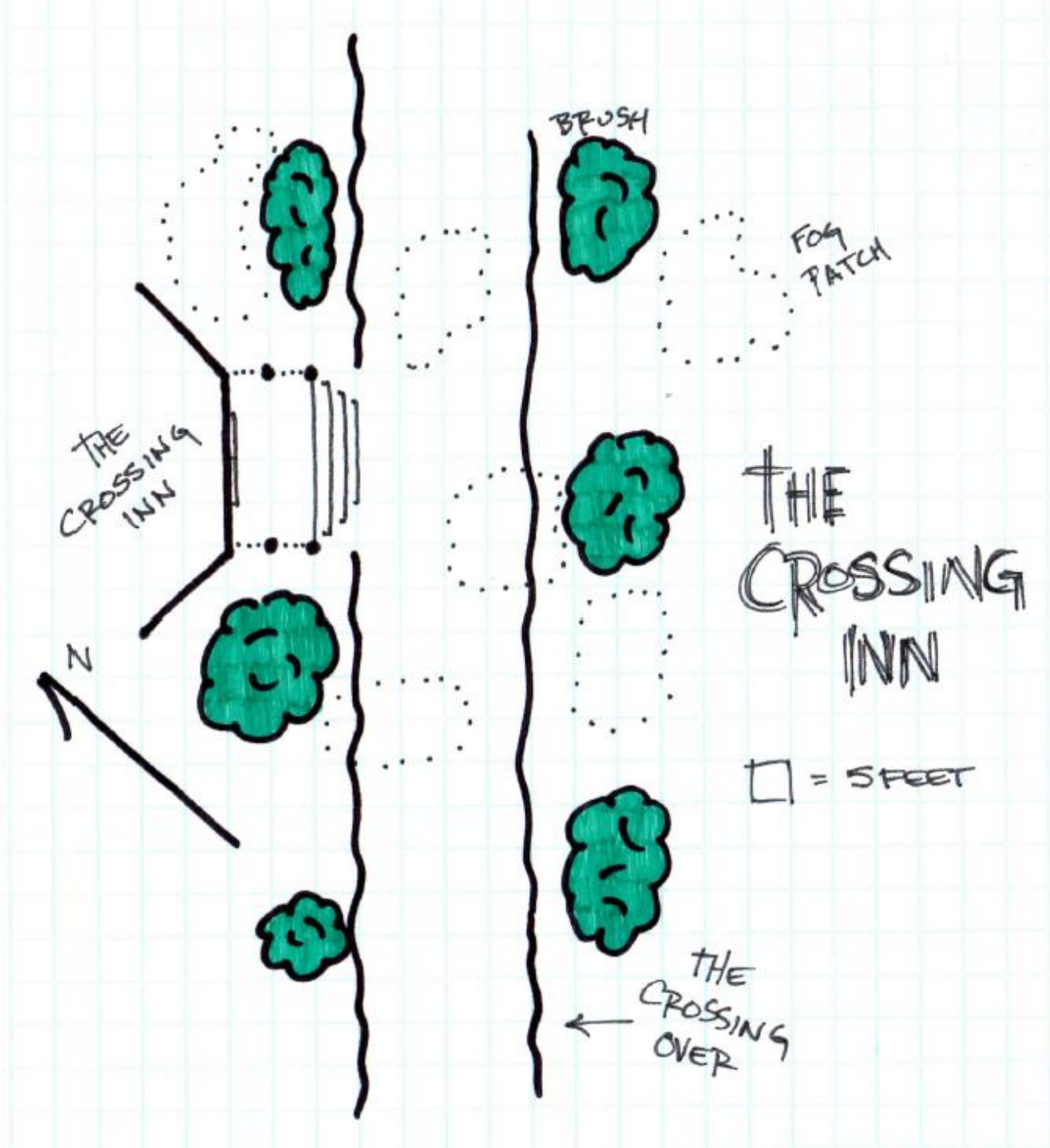
Severed Limb. The first time a zombie takes slashing damage, it severs a limb. That limb animates and can also attack as an independent creature. It has the same stats as the zombie with the following changes: It has a speed of 10 ft. and 10 hit points.

Actions

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

Claw. *Melee Weapon Attack (severed limb only):* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Appendix: The Crossing Inn Map



Player's Handout 1: On the Trail of the Gur

This handout summarizes the word-of-mouth information that the characters learned during their time speaking with the patrons of the Crossing Inn.

General Information

All of the Gur seemed to pay deference to a female whom they referred to as Sybil. While the four male Gur interacted with the tavern-goers and staff normally, Sybil kept to herself. All of the Gur were very charming, and they easily assuaged the fears of the superstitious folk in the tavern.

Hricu and the Stolen Wand

The youngest of the Gur was a lad of twelve years called **Hricu**. He had befriended a mage staying at the inn. Aya woke yesterday morning with little memory of the night before and found his *wand of fire* missing. He recalls little of the night before other than Hricu had served him drinks. He is convinced that the boy stole the wand.

The wand contained magic that tapped into the power of the Elemental Plane of Fire. That same morning a farmer saw the boy heading into the Vanishing Hills carrying a strange-looking piece of wood marked with sigils and runes. That night, travelers reported seeing "blazing stars falling from the sky" in the area above the hills. Travelers also claim that the snow itself was whispering as it fell, although no one can agree on what the snow was saying.

Rilynin and the Stolen Gems

Another Gur was a man in his thirties called **Rilynin**. He was seen in the vicinity of the stables, where a shipment of gems was being guarded by the gem merchant's mercenaries. Like the wizard, the guards remember taking drink offered by the man, and when they woke part of the gem shipment was missing. Aya cast locate object for the merchant and determined that the box containing the stolen gems is currently being carried into the Glumpen Swamp. The gem merchant has offered a hefty reward for anyone returning the gems.

Kehkim and the Stolen Weapons

Romsan has been allowing the militia of the surrounding area to store their surplus weapons in the basement of his inn. When the other thefts were reported, one of the militia members checked the basement and found many of the weapons missing. Travelers saw an older Gur of fifty years by the name of **Kehkim** fleeing into the wastes of Thar, driving a stolen wagon with weapons rattling beneath a tarp. Other rumors tell of a gathering of orcs in the hills of Thar, quite near the old abandoned orc fortress of Xûl-Jarak.

Papa and the Cursed Cook

On the morning that the rest of the Gur disappeared, the cook's assistant found the oldest Gur—a withered, ancient man called **Papa** by the others—rummaging through the inn's spice cupboards. The assistant yelled for help, but he's convinced that Papa cursed him. Since that time, the assistant has been unresponsive. Papa's tracks were followed to the edge of the Quivering Forest, but the tracker was too scared to enter. Everyone fears that the cook's assistant might die if Papa is not retrieved to lift the curse.