



**D&D**  
**ADVENTURERS**  
**LEAGUE**



**WINDS OF ROT**

*THE GIFTS OF CORRUPTION TRILOGY*

CCCGOC-01-03



# Winds of Rot

High above the Quivering Forest hovers Athal'deras, an earth mote that is home to a tribe of aarakocra. But a shadow has fallen over the floating rock, and the bird people have succumbed to the darkness, which they now strive to spread upon the winds.

*A 3 to 4 -Hour Adventure for 11th-16th Level Characters*



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## Introduction

Welcome to *Winds of Rot*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the Con-Created Content program.

*Winds of Rot* takes place in and above the **Quivering Forest**, just north of the **Moonsea**.

This adventure is designed for **three to seven 11th-16th level characters** and is optimized for **five characters with an average party level (APL) of 14**. Characters outside this level range cannot participate in this adventure.

## Adjusting This Adventure

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

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

### Determining Party Strength

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

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

## Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

## Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

## Adventure Primer

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players's characters to the action.

### Series Overview

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This adventure is part of the Gifts of Corruption series (CCCGOC01-01 through -03). Each module tells its own story, which is part of a broader picture of the events occurring in the Quivering Forest. The modules are not designed for the same character to play through all three stories, but rather for three different characters to play one story each. With a module designed for Tier 1, 2, and 3, a player can experience the story with an array of characters at different levels. Each adventure may grant Story Awards that could affect the storyline when the player plays a different character in one of the other modules. These Story Awards are worded differently than typical awards, and will allow a player to use the Story Award with a character that *has not* played through the module in which the award was gained.

On Faerun, a dragon's lifespan is vast, beyond that of most other creatures that reside in the Realms. Most are content with that lifetime, but others seek more power, more time, always more. Those may turn to foul magic and eldritch rites to become a dracolich, an undead aberration. Such is the case of Thorstulgrael, commonly known as Velvet. The rumors of Velvet have been spreading across Faerun like a plague, and for good reason: the dracolich is a terrible pestilence, whose machinations are growing much like the rumors about the undead dragon.

Whether it be out of boredom, spite, or to draw attention from some greater plan, Velvet has sent his minions into the Quivering Forest to spread corruption and chaos. The machinations of the undead dragon are only understood to him, and players (and characters) can be sure they will see more of him in other modules.

That being said, there may be hints placed throughout the Gifts of Corruption series that point away from the storyline being told, or to the other modules in the series. For example, spotting the floating earthmote in *Tree Rot*, or hearing rumors of aarakocra bodies found in the forest in *Cairns of Rot*, both point to events taking place in *Winds of Rot*. Other findings may be red herrings...or they might be clues that allow the characters to glimpse some

larger story than the one they are involved in, something dark and devious lurking in Glumpen Swamp. One thing is certain: those within the Quivering Forest will feel the reach of Velvet's corrupted claws.

If you are not running the *Gifts of Corruption* modules for Adventurers League play, the series is a springboard for setting up Thorstulgrael as an ongoing villain in your campaign.

Thorstulgrael appears in, or has his undead claws in, the following Adventurers League modules by Robert Adducci:

<b>Module Code</b>	<b>Module Name</b>
DDAO-12	Dragons of Fire and Death
DDAO-23	Trail of Bones
DDAO-29	Necropolis of the Dracolich

### The Corruption

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The darkness spreading through the Quivering Forest is not a simple plague. Though it affects creatures and plants alike, weakening and poisoning their bodies, it is more insidious, and also attacks a creature's mind and spirit, wearing them down and destroying their will. As such, effects throughout the *Gifts of Corruption* modules may vary to reflect this sinister scourge.



## Adventure Background

Something foul is afoot in the Quivering Forest. Increasing reports of undead wandering the area, as well as tales of the bodies of birdfolk littering the area, have drawn adventurers and faction representatives to the area to investigate.

Recently, a floating earthmote appeared in the sky over the forest, and signs point to whatever may be lingering there may be responsible for the strangeness in the forest. Unfortunately, the earthmote vanished as if by magic.

Unbeknownst to the adventurers, but knownst by you, the earthmote was created during the Spellplague, and the fortress built into its stone abandoned. A tribe of aarakocra found the earthmote by chance, while seeking a new home. The tribe, displaced by events that took place during *Princes of the Apocalypse* storyline, took up residence in the fortress, making it their new aerie. The birdfolk learned to manipulate the Weave, the source of magic, in order to guide their new home through the sky, rather than letting it roam randomly.

A few tendays ago, an emissary arrived at Athal'deras, the name the aarakocra have given the aerie. The robed individual seemed mysterious, but came with gifts of food, riches, and promises to help the birdfolk to find a place where they could maintain Athal'deras peacefully. Unfortunately, the emissary's word was not true as it seemed, as the aarakocra soon came to realize. The stranger turned out to be the envoy of Thorstulgrael, a dracolich of growing power, and the only true gift he brought to the aarakocra was corruption. Soon, the birdfolk began perishing, rising again as the undead. Yael Riss, a shaman and leader of the aarakocra tribe, struck a fell bargain with Ereshkigal, the emissary. For allowing what is left of his tribe to survive, the birdfolk would help further the plans Ereshkigal was sent to fulfill.

Since then, the earthmote has become instrumental in empowering cairns throughout the Quivering Forest with a rot so profound, it twists even the purest of hearts. Dryads have gone mad, treants run rampant, and foul creatures never seen before in the forest are destroying everything in their paths. If the emissary of Thorstulgrael is successful, Athal'dera will send forth a wind across the Realms that will forever taint the lands beneath it.

### Location and NPC Summary

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

**Ciliksandra (SIL-ik-SAHN-druh).** Ciliksandra appears as a lithe human woman, commonly seen dressed in robes befitting a mage. Her almond-shaped eyes are striking, being pale lavender in color, and stand out starkly from her raven-black hair that spills just down to her shoulders. Her skin is fair, with just enough color to show that she spends a good deal of time outside. In her true form, that of a song dragon, Ciliksandra's form is very similar to that of a Huge copper dragon, though more slender, and covered in iridescent silver-blue scales. Her eyes remain the same pale lavender in either form.

**Ereshkigal (AIR-esh-KIH-guhl).** Ereshkigal is the emissary of the dracolich, Thorstulgrael, and one of the masterminds behind the corruption being "gifted" to the Quivering Forest and beyond. The green abishai wears folded robes of velvet so dark green, they appear almost black. The robes are voluminous enough to hide the devil's draconic appearance, though those watching closely may notice the strange way the emissary moves, as wings and a tail and elongated arms sway beneath the shadowy fabric.

**Yael Riss (YEY-el RIS).** Shaman and defacto leader of the Cloud Glider tribe of aarakocra (AIR-ah-KOH-kra), Yael has a dark gray beak and black eyes. His plumage is a rusty orange-brown, with striations of dark grey similar to his beak.

## Adventure Overview

The adventure is broken down into six parts:

**Part 1.** The adventurers meet with Faction and government leaders, learning of nefarious happenings in the Quivering Forest, and rumor of a flying fortress in the sky above the woods. During the meeting, news reaches the council that an ally, a mage named Ciliksandra, is under attack. The adventurers are sent to assist her.

**Part 2.** The adventurers must travel to the last known location of Ciliksandra, striving to arrive in time to save her. Upon reaching the mage, they find her under attack by strange and savage creatures. Are they too late to save Ciliksandra?

**Part 3.** The characters travel to meet a group of griffon riders, who have been tasked with helping the heroes to locate the earthmote. In the sky, the riders seek out the strange flying mountain, and attempt to break the magic concealing it.

**Part 4.** The earthmote revealed, the adventurers now face unknown adversaries, yet may find potential allies in the fortress carved into the very rock itself. A tribe of aarakocra have been enslaved

by a dracolich and its emissary, and may prove to be boon or bane to the heroes.

**Part 5.** It's the final showdown between the forces of corruption and the adventurers who seek to put an end to their dastardly ways.

**Part 6.** The conclusion, where the heroes return to where they started for their just rewards.

## Adventure Hooks

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Here are some sample reasons why the adventurers may be in the area, ready for this adventure.

**Corrupting Rumors.** Talk of the strange happenings in the area of the Quivering Forest have spread like wildfire across the Moonsea region. The characters may be in the area to investigate and lend their talents to finding a resolution to the spreading corruption.

**Emerald Enclave (Faction Assignment).** The disturbing signs of corruption poisoning the forest and lands in and around the Quivering Forest are quite worrisome to the Emerald Enclave, and word has been sent out to their agents to find and stop whatever or whoever is causing it. If the agents are successful, they earn an additional renown point at the end of the adventure.

**Harpers (Faction Assignment).** Troubling rumors have reached the Harpers, word that the Zhentarim have been attempting to gain control of whatever is corrupting the Quivering Forest. To stop them, Harper agents are tasked with finding the source of the corruption and returning it, in secret, to their Harper contact. If they cannot retrieve it safely, the object must be destroyed at all costs.

## Part 1. A Meeting of Necessity

**Estimated Duration:** 15 minutes

The adventurers attend a meeting convened by members of the Council of Ten in Phlan, where they learn more of what has transpired in the Quivering Forest, and are asked to investigate.

### General Features

Nat Wyler's Bell has the following general features.

**Light.** The main floor of the tavern is poorly lit, allowing for shady meetings between individuals and groups. The cellar is even worse, with only a few dim, greasy lanterns providing any semblance of illumination.

**Smells and Sounds.** The crowd that has gathered in the tavern this evening is loud and raucous, and the smells of greasy food and cheap beer mix with those of unwashed bodies and poor hygiene. Underneath the floorboards of the tavern, the cellar is dank and musty, the scent of cheap lamp oil sickening to those who linger.

When ready, read or paraphrase the following:

Having been summoned by faction, duty, or curiosity, you find yourself waiting in the cellar of Nat Wyler's Bell, a hive of scum and villainy in the city of Phlan. From above, you can hear the voices of those who have pulled up a chair or stool. Normally whispered conversations have turned to shouting to be heard as rumors of corruption seeping from the Quivering Forest are thrown around.

The door to the cellar opens, and you tense as three sets of feet cause the warped boards of the stairs to creak and groan, the door closing once again behind them. Hooded figures appear in the gloom, the shadows of their cowls concealing any features. After looking about for a moment, one cloaked form steps forward, pulling back her hood to reveal a pale skinned human woman, her long blonde hair glowing in the dim light. A glint of gold flashes from the diadem on her forehead as she nods toward you. "Thank you for agreeing to meet in this dismal place, we have much to talk about."

The woman is Calypso, Chancellor of Phlan, and she is not as she appears. While the group speaks, she will pull the diadem from her head, and the illusion masking her true self, that of a purple skinned, dark haired tiefling, melts away.

Those who attend the meeting with her are Barrett Sokol and Colvin Doverson. They remain mostly silent, except for Colvin, who comes into play later in this meeting.

Calypso has the following information that she can pass on to the adventurers:

- While she hates subterfuge, and would rather take a problem head-on, the others in the Council of Ten have convinced her that not is all as it seems, and they chose to disguise themselves and meet in this dank cellar in order to protect not only themselves, but the characters as well.
- The Quivering Forest is rife with poison and corruption, some strange plague spreading amongst the plants and creatures of the woods.
- Woodland creatures are not the only affected by this corruption, and many undead aarakocra have been seen or encountered. Other inhabitants of the forest have been affected as well, with rumors of dryads gone mad and spreading the sickness to plants and other life in the woods.
- Before the corruption took hold, a flying mountain was seen over the Quivering Forest. This earthmote may have something to do with the sickness that is spreading.
- A company of griffon riders was dispatched to investigate the earthmote, but it vanished from the sky before they were able to reach it. All attempts to scry its location, or break any sort of enchantment hiding it have failed.
- She wishes the adventurers to search for the earthmote, and determine its role, if any, in the strange happenings in the forest below it.

Colvin Doverson will speak up, adding the following information:

- A mage of some renown, Ciliksandra, was contacted in order to help find the earthmote. She specializes in illusion and divinations, and it was thought she could find the earthmote where others had failed.
- Ciliksandra agreed to help, and is traveling to the southern reaches of the Quivering Forest to meet with the adventurers.

Allow the players to ask questions, or make requests for payment if they choose. Calypso understands that adventurers need to eat as well, and often do not work pro bono, and has come prepared. She is willing to pay them 500 gold pieces each if they can successfully find the earthmote and determine if it is involved in the spread of the corruption. If it is, she will up her payment to them by 500 gold pieces for hazard pay if they can stop whatever is causing the plague.

After the adventurers agree, the trio begins to tell them where to meet Ciliksandra. Colvin screams suddenly, his hands grasping at the sides of his head. Read or paraphrase the following:

“WHAT?!” the robed man screeches.

“I don’t understand you, you must calm down.” He attempts to regain his composure, standing and straightening his robes. Colvin’s face has a far away look, as though he is listening to something you cannot hear.

“I understand. We will send help immediately! Where are you?”

The man listens for a few breaths more, then nods. “You must hold on, help will be there soon.”

Colvin tells the group that Ciliksandra has come under attack by strange creatures, and sent him a cry for help via a spell. Her magic was unable to drive them away, and she has taken shelter in a cave. She has created a magical barrier to keep the creatures out, but it will only last so long. The adventurers must hurry to help her, as she may be the only hope in finding the hidden earthmote.

Calypto adds further instructions: When the adventurers have found Ciliksandra, they should make haste to a griffon rider outpost. The Chancellor jots down the location of an outpost that is closest to where Ciliksandra’s position is, and gives them an envelope containing instructions for the griffon riders to aid them in finding the earthmote.



## Part 2. To Save a Savior

**Estimated Duration:** 1 hour

The adventurers must hurry to find where Ciliksandra is under attack, hoping to arrive before her magical defenses fail.

### The Rush Through the Forest

#### General Features

The area of the Quivering Forest the adventurers travel through has the following general features.

**Terrain.** While traveling on paths or trails, the going is easy enough. When moving through the forest without the benefit of a path, characters can expect the way to be difficult.

**Weather.** The day has been warm, and the heat lingers on into the night.

**Light.** Though the adventurers set out with the sun still in the sky, it is quickly slipping into a moonless night. While the sun is up, the trails of the Quivering Forest are dappled in shadows by the tall trees. Once the sun sets, the only lights available are the ones the adventurers bring with them.

**Smells and Sounds.** Early on, the air of the forest smells clean, with scents of pine, fresh dirt, and even flowers. Progressing into the areas of the forest that are falling into corruption, however, causes the air to become thick and choking, with the smell of rot and decay.

Colvin Doverson did the best he could, explaining the route to where he thinks Ciliksandra is holed up. However, it's one thing to know the path, and another thing to walk the path. The characters look for landmarks to guide them, keeping on time to save Ciliksandra, or falling behind with a potentially deadly outcome. Keep track of failures, which will determine if the adventurers arrive in time or not.

#### 1. Rothe Rock

Traveling quickly, you search for the first landmark which will lead you off of the trail, and deeper into the Quivering Forest. Colvin said to watch for Rothe Rock, a natural stone structure that looks uncannily like one of the beasts of burden used around the Moonsea.

Characters that succeed on a DC 15 Wisdom (Perception) check, notice the hulking rock as they approach, and see a small game trail that leads off into the forest. If the group misses it, they travel for another 15 minutes before realizing they have to

double back, when they will notice Rothe Rock automatically, and the group gains one failure.

#### 2. The Second Left

After passing Rothe Rock, Colvin had said to follow the game trail, watching for other trails that diverge from it. "Take the second left trail after Rothe Rock," he had informed you, and you are well beyond the first fork. Up ahead, a large tree stands where the trail splits again.

Along the way, the group missed the second left, as the trail has been covered by fallen trees. The character with the highest passive Survival has a niggling doubt about the fork ahead, having spotted what seemed like a trail to the left a few minutes before.

If the character convinces the others to backtrack, risking adding more time to their journey, they can find the correct trail easily, noticing the fallen trees and the trail beyond, now that they have investigated further.

If the character does not convince the others (because they do not try, or the others don't believe them), the trail ahead of them leads on for almost 30 minutes before ending in a clearing. The characters realize the clearing was not part of Colvin's directions, and must backtrack to find the other trail. The group gains one failure, if this is the case.

#### 3. A Great Swatch of Ruby

The sun sets as you travel on, blanketing the forest in night. Colving told you to be on the lookout for a large gathering of ruby blushroses, and even those possessing the ability to see in the dark can't distinguish the red of those flowers from the green of leaves.

The group may choose to use a light source in order to spot the blushroses. If they do so, a character that succeeds on a DC 18 Wisdom (Perception) check, notices the spot Colvin spoke of. The flowers, however, are shriveled and are blackening even as the characters draw close. Due to this, attempts to find the flowers are made at disadvantage. If no light source is used, characters must succeed by 5 or more to notice the shape of the blushroses, since they cannot see their fading color.

The characters see that the plants are stricken with some form of blight, perhaps the very corruption that Calypso informed them about. The

bushes, and the other plants and trees around them, have taken on a greasy black hue, and seem to be withering. Due to this, the airborne poison that blushroses exude has been released in larger amounts than typical. Creatures within 30 feet of the bushes (which will be any creatures that are traveling down the trail) must succeed on a DC 17 Constitution saving throw or gain one level of exhaustion.

If the adventurers fail to see the blushroses, they pass by the bushes and travel on for another 30 minutes before realizing they must have missed the flowers and turning back. Characters have advantage to spot the blushroses if they missed them the first time, though they must make another Constitution saving throw when entering within 30 feet of the flowers again, possibly gaining another level of exhaustion. If the group is unable to spot the roses, they pass once again, and will have to double back until they succeed in finding them.

Once the characters find the blushroses, they follow Colvin's directions and leave the trail altogether. They gain one failure for every time they pass the blushroses without seeing them.

A successful DC 17 Wisdom (Nature) check from a character allows that adventurer to know that ruby blushroses are not native to the Quivering Forest, and are, in fact, an invasive species brought from the nation of Kara-Tur, far to the east. It has been said the flowers also grow at the Battle of Bones, an ancient battlefield in the Western Heartlands of Faerun, though few amongst the living seek out that plain of the undead and other horrors. The character has heard that ruby blushroses exude an airborne toxin, which can cause debilitating exhaustion and light-headedness. If the group is forewarned about the effects of the roses, and prepare a defense against the toxin, such as covering their mouths and noses with cloth, they may make their Constitution saves with advantage. While they may have been prepared, the corruption of the plants has made them more potent than they expected.

#### 4. The Arch of Sylvanus

Having gotten this far, you know you must only find what Colvin called the Arch of Sylvanus, a naturally occurring formation "where the trees of the forest have grown in just such a way as to look like an Elven archway." Westward from the blushroses, Colvin said you should arrive at the Arch quickly.

Typically, on a clear day, one could stand next to the blushroses and see the Arch of Sylvanus growing a few hundred yards away, the doorway it forms opening into a large clearing. It is night, however, and the forest itself is changed, warping from the corruption seeping through its roots. The Arch itself is dipping low, making more of a screen between the forest and the clearing. A character that succeeds on a DC 17 Intelligence (Investigation) or Wisdom (Survival) check, will notice the formation, even with its changes. If the group fails to find it, they spend another 30 minutes searching the area for the Arch, gaining one failure, but finally locating the way through.

The Arch itself has its dangers, however. Black, acidic sap oozes from the branches and trunks of the trees that form the Arch. With an uncanny semblance of intelligence, the sap will fall on those passing under or within 15 feet of the Arch. Creatures struck by the sap must succeed on a DC 14 Constitution saving throw or be blinded for 10 minutes. Washing the sap out of a creature's eyes will halve the time remaining, and allow them to make a new saving throw at the end of each of their turns to end the effect on them. Those who have recovered from the blindness are still afflicted by swollen eyes and a loss of depth perception for another 5 minutes. They make ranged attacks at disadvantage, and melee attacks with a -2 penalty.

Immediately on the other side of the Arch is a large clearing, which ends in a short, rocky cliff on the far side. A faint, sickly glow can be seen near that cliff, though boulders between the group and the cliff block their view of what is causing the light.

## What a Rotten Dilemma

The adventurers come face to face with the creatures that have been hunting Ciliksandra.

### General Features

The clearing where the adventurers find what has been hunting Ciliksandra has the following general features.

**Terrain.** The clearing is mostly even, with some bushes and boulders that can provide cover.

**Weather.** The night is warm and still, with only a random breeze here and there. The moonless sky reveals thousands of stars when trees are not blocking the sight.

**Light.** This moonless night offers no help to those who cannot see in the dark, though they may have been smart and brought their own light sources. The rot trolls that are attacking Ciliksandra give off a faint, sickly light, though not enough to provide even the dimmest of light to their surroundings.

**Smells and Sounds.** Corruption has set into the trees in this part of the forest, and their rot is heavy in the air around them. In the clearing, the stench is not so putrid, until a breeze whips up the stench coming from the rot trolls.

Reaching the area where Colvin said the group would find Ciliksandra, they find a clearing with forest on three sides, and a 25-foot tall cliff on the remaining side. It is in the face of this cliff that a small cave opens up, and terrible creatures have gathered around the cave mouth.

Read or paraphrase the following:

Gathered near the rocky face of the cliff on the far side of the clearing, massive shapes move, a sickly green light emanating in wisps about their forms. Their attention is focused on a small opening in the cliff, as though their prey hides inside.

Outside the cave, **rot trolls** are working to end Ciliksandra's life. The mage has hidden herself within the cave, and used her magic to put up a magical barrier to keep the trolls out.

If the characters gained four or more failures, they have arrived too late. Ciliksandra's magical barriers have fallen, and two of the rot trolls have entered the cave to finish her off. Three more of the rot trolls linger outside, hoping for scraps of what is left of the mage to feast upon.

If the characters gained three or less failures, they arrive before Ciliksandra's defenses give way, and all five rot trolls are outside the cave, two of them in front of the cave mouth, bashing at the magical barrier.

### Adjusting this Encounter

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

- **Very Weak:** Only two **rot trolls** remain, the blasted remains of the others laying near the cave mouth. One of the remaining rot trolls has been reduced to 69 hit points. If the trolls gained access to the cave, the weaker troll is inside the cave, attempting to kill Ciliksandra.
- **Weak:** Remove two **rot trolls**. Two of those remaining have been reduced to 69 hit points each. If Ciliksandra's defenses are down, the two weaker trolls are inside the cave, while the other lingers outside.
- **Strong:** Add one **rot troll**.
- **Very Strong:** Three of the **rot trolls** are already dead, their charred remains laying near the cave mouth. Add one **dire troll**. If Ciliksandra's barrier has fallen, the two rot trolls are inside the cave, while the dire troll waits outside for them.

### Developments

If the adventurers reached the clearing before Ciliksandra's magical barrier fell, she lowers the magical shielding after they dispatch the trolls. She is gravely injured, but will survive. Magical healing has no effect on her wounds, but she tells the group she will heal in time.

However, if the group arrived after her defenses fell, she has been mortally wounded, and it is only a matter of minutes before her life leaves her. Because magical healing has no effect on her wounds, there is nothing the characters can do to save the mage.

In either case, she tells the adventurers the following information:

- An evil dragon, Thorstugrael, sent the trolls after her. She'll point out the brands seared into the trolls' flesh, a sigil she declares marks those sworn to or enslaved by the dragon.
- She has heard rumors that Thorstugrael, commonly called Velvet, was able to change his physical form into that of a dracolich, a terrible undead dragon, his power only multiplying with the change.
- She had a feeling that Velvet was behind the strange corruption spreading in the Quivering Forest.
- Ciliksandra knew Thorstugrael when they were younger. "This smacks of his devices."
- She answered Colvin's call, heading to Phlan in order to help locate the missing earthmote, and defeat its magic if possible.
- She can give the adventurers the ability to reveal the earthmote, if it is still in the area...but she will

have to hurry to imbue a crystal with her power, her strength is fading quickly (whether she is dying or not, her wounds are taking their toll).

When the group is ready, Ciliksandra moves out of the cave, or requests the characters carry her out into the clearing if she is dying. She needs the open space to perform her ritual. After they are in the clearing, read or paraphrase the following:

Settled in the clearing, the stars gazing down on her, Ciliksandra looks at the corpses of the trolls and sighs and removes a fist-sized, colorless gem from her satchel. Slowly, her body seems to reflect the starlight, glimmering as though with diamonds. Growing and shifting, her skin is replaced by scales, iridescent silver-blue. In moments her face is replaced by a reptilian snout, her arms and legs by powerful limbs that end in talons. Wings sprout from her back as her robes dissolve into nothingness, revealing a scaled hide blackened by rot, bones and flesh exposed by horrid wounds.

Where the mage was, a dragon now rests. Her breath is ragged, but she raises the massive diamond in front of her and begins to sing, softly at first, but with growing power and urgency. As the night is filled with her song, so too does the diamond seem to take in the magic of her melody, and swirling light begins to emanate from within it.

Several breathless moments pass, and when she is done, the diamond shines bright as the stars above. She gently lowers the gem to you and says, "This will reveal that which is hidden. Only speak the words, *"mitne wer idol,"* to release its song.

With that, Ciliksandra passes from this life if she has been mortally wounded. Those who speak Draconic understand that the phrase she spoke means, "light the way."

If she lives, she can gift the adventurers with a bit more knowledge.

- She is a song dragon, commonly considered to be one of the philanthropic races of dragons of Toril.
- Velvet must have known she had been summoned, for he provided his trolls with the means to trap her in her humanoid form, if only long enough to injure her.
- She passed through much of the corrupted forest, which seemed to drain her will as she went. In addition to the terrible powers possessed by the

trolls, she has much rest ahead of her if she is to recover.

- Despite her desire to help to stop Velvet's plans for the Quivering Forest, she will not be able to go with the adventurers from here. In fact, she will have to rest and attempt to shift back to her humanoid form, for her wings are far too damaged to hold her aloft. When she can, she will complete the journey to Phlan to meet with Colvin. She hopes she sees the adventurers there, after they have revealed the earthmote and stopped whatever dastardly plan that has been set in motion upon it.

Those who search the corpses of the trolls find little in the way of treasure. They do notice that one carries a small fetish made of bones and scales. A DC 17 Intelligence (Arcana) check reveals that this object probably kept the song dragon from taking her true form when battling the trolls. Its magic is now spent, however.



## Part 3. Finding That Which Is Hidden

**Estimated Duration:** 15 minutes

Having received the key to finding the invisible earthmote, the adventurers must locate the griffon riders and hitch a ride into the sky.

Note that if the adventure is running long, this section may be sped up, hand-waving the travel and role play between the group and the griffon riders. This section is meant to include an extra bit of role play, as well as show the players the destruction the corruption has wrought upon the forest.

### Hitching a Ride

The early rays of dawn are just peaking over the horizon as the adventurers search for the griffon rider outpost.

If the group is not under the influence of the *All the Pretty Flowers* story award, the trees and land in this area of the forest have not fallen to corruption yet, a welcome respite from the group's nighttime travels. The adventurers find the tower in a small clearing ringed by trees and dathlil flowers. Indeed, the white flowers seem to sprout from the tower's stonework as well.

However, if *All the Pretty Flowers* is in effect, the dathlil flowers have blackened and wilted, and the trees around the clearing are already drooping and losing their leaves.

Lieutenant Daniel Taylor commands the contingent of griffon riders. He welcomes the group, and asks if they are ready to get underway, or if they need to rest before proceeding. The tower, while ancient, is still in good repair, and will provide safety while the group rests. The griffon riders can also provide food and 1d4 healers kits if the adventurers need them. The griffons are kept on top of the tower, a makeshift aerie covered by a canvas tarp to block the elements.

If they are beginning to feel the effects of the corruption, the griffon riders appear tired, with dark rings under their eyes. Conversation with the Lieutenant is reduced to clip phrases, and he rubs his eyes frequently. Should the group rest at the tower, they notice the riders begin to argue over trivial matters, and the griffons themselves squawk irritably.

In addition to Lieutenant Taylor, there is a griffon and rider for each adventurer. The riders will take the characters to where they believe the earthmote

is, and can deliver them onto the flying mountain if the magic cloaking the earthmote can be broken.

When the group is ready, read or paraphrase the following.

The flight from the tower is both exhilarating and harrowing. Though adrenaline rushes through you, your spirits are dampened by the vast swatches of blackened forest that pass below you. A vile stench wafts up from those places, a pungent reek of sickness and death.

Soon enough, however, Lieutenant Taylor calls out to his griffon riders, who begin circling, searching the sky for clues.

"It must be here," the Lieutenant calls out. "If you can reveal the mountain, now is the time!"

The character that carries the song gem from Ciliksandra must speak the phrase she taught them, then release the crystal. When they do so, read or paraphrase the following.

Words of power escape your lips, and the song gem seems to leap out of your hands, soaring off into the sky. When it stops, it begins to shimmer, the pulse of its light in time with the voice that now emanates from it. Ciliksandra's song breathes out from the gem, and as the music moves, you notice, there in the sky near the gem, a shimmer. Barely seen at first, the motion begins to grow, warping the air and clouds, the sound now in harmony with the song dragon's music.

With a thunderous crack, a shell of deception shatters, as vast panes of illusion crumble apart and then dissolve, revealing the earthmote. The mountain floats in the sky, its roots dipping down toward the forest below.

### Developments

There is an entrance into the earthmote hewn through the stone itself on the underbelly of the mountain. It has been carved in a way as to be difficult to see to begin with, and then covered in layers of illusion. Those who can see through illusion must still succeed on a DC 28 Investigation check to spot the entrance while flying beneath the earthmote.

## Part 4. Birds of a Feather

**Estimated Duration:** 15 minutes

Having found the earthmote, the adventurers land and are confronted by what remains of the aarakocra tribe that calls it home.

Circling the earthmote, you spot a fortress apparently carved into the rock of the mountain itself. An open courtyard sits in front of the fortress, walled in by mountain and carved stone. Winged shapes move wearily through the courtyard, though one of those shapes stands near the courtyard's center, seemingly watching your movements. The figure makes no move to raise an alarm, only shifting slightly to mark your progress across the sky.

This assumes that the adventurers have the griffon riders drop them off, or otherwise land of their own accord, in or near the open courtyard of the stone fortress. If the group chooses not to do so, that is fine, and they may scout around the walls of the courtyard. In doing so, they find that the only entrance into the fortress itself is the main gate at the back of the courtyard. Characters attempting to access the courtyard stealthily must succeed on a DC 17 Dexterity (Stealth) check to go unseen by the aarakocra gathered there. In either case, Yael Riss knows of their presence, though he makes no movement to stop them from sneaking in if the adventurers choose to avoid the birdfolk.

If the group lands in the courtyard, run the following encounter. If they manage to slip by the aarakocra undetected, move on to **The Ritual Chamber**.

### General Features

The courtyard of the fortress has the following general features.

**Terrain.** The courtyard is flat and mostly even, with some loose cobbles. Trees have sprouted up here and there, and there are a few piles of large rocks, debris from crumbling walls of the fortress, broken off when the earthmote tore free from the earth.

**Weather.** The day is mostly clear, with only a few clouds gathering in the sky near the earthmote.

**Light.** Sunlight streams down onto the earthmote and fortress, bathing the courtyard in bright light.

**Smells and Sounds.** The courtyard has few smells, with winds carrying away much of whatever scents rise up from the lower level of the fortress. The aarakocra do have a sickly sweet smell of sickness, though they do not show any signs of the corruption. A constant breeze whispers through the courtyard, occasionally whipping up to a roaring wind.

The figure in the center of the courtyard is Yael Riss, an **archdruid** with the following changes.

**Speed** 20 ft, fly 50ft; **Languages** Druidic, Common, Auran; **Dive Attack.** If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target; **Talon. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) slashing damage.

There are **twelve aarakocra** in the courtyard, other than Yael, all that remains of his tribe on Athal'deras.

If the adventurers approach the birdfolk menacingly, three of the regular aarakocra flee for the entrance of the fortress to warn the dracolich and the Emissary within. Attacking the aarakocra sets the others in motion to flee and hide. Yael will intervene and attempt to talk the characters down, telling the adventurers to leave before the Emissary learns of their presence. However, he will give up if the adventurers continue to attack, and will do his best to defend himself and what remains of his people.

### DM Note

While intended to be a social role playing encounter, it is understood there will be groups that attack the aarakocra. This will increase the time needed to complete this encounter. No adjustments are made for party strength, Yael is the only NPC present that has any power to wield against the adventurers. He will do what he can to make sure his people can flee from the intruders.

Yael's first interaction with those who do not attack is to attempt to shoo the adventurers away. He tells them that they must leave, or risk the wrath of the Emissary. As much as he is trying to protect the strangers, Yael's greater worry is for his tribe, and the punishment that may be dealt to them because of the adventurer's presence. Characters may attempt to persuade the shaman to allow them to stay. A successful DC 18 Charisma (Persuasion) check will convince Yael to let the outsiders stay. Attempts to intimidate the aarakocra are made at disadvantage, as they are already living in fear of the dracolich and his Emissary.

Once Yael is convinced, characters may speak with him and the other aarakocra, learning the following:

- The birdfolk tribe, the Cloud Gliders, found the earthmote while seeking a new home following terrible events surrounding elemental cults. They

found it suited their needs, and made it their new aerie.

- The aarakocra were able to harness the power of the earthmote, and can direct where the flying mountain goes. Seeking a place for the earthmote to remain, they have explored much of western Faerun, and were heading east when they drew near the Quivering Forest.
- An emissary of a being called Velvet arrived on the earthmote one day, apparently by magic. The emissary brought gifts and promises of safety to the aarakocra, and for a time, they listened to what it had to say.
- Over time, however, the emissary's intentions became clear, but by then, it was too late. Corruption had already spread throughout the aarakocra tribe, killing dozens, only for them to rise again as the undead.
- The emissary, named Ereshkigal, produced an offer to Yael: Serve Velvet's will, and the remainder of the Cloud Glider tribe would survive. Deny Velvet and his emissary, and the aarakocra clan would exist only as undead pawns. Yael, despite his powerful connection with nature, was forced to comply.
- The aarakocra have, in addition to directing the earthmote to locations given to them by Ereshkigal, partaken in rituals that seem to be bolstering cairns upon the ground, spreading some form of disease or corruption. Yael understands that the corruption exists within him and his people now, though he is uncertain what keeps it at bay. Perhaps only the will of Velvet or his emissary has kept them from dying and rising again as the undead.
- There is a ritual chamber within the fortress, where a gem of power is kept. It is through that gem that the emissary channels the corruption, spreading it to the cairns below, and upon the winds themselves.
- Yael has quietly been mounting a resistance against Ereshkigal and his master, attempting to delay the arrival of the earthmote at cairns due to be empowered. The birdfolk are unable to raise an attack against their masters directly, ensorcelled to obey and not harm Ereshkigal, Velvet, or their other allies.
- If asked about Velvet's identity or form, an aarakocra's eyes glaze over, and they struggle to speak about it. Powerful magic prevents them from revealing information about Velvet other than what is listed above.

Yael Riss pleads with the adventurers to stop Ereshkigal and Velvet. The aarakocra have little need of treasure, and will give the characters the goods they found in the fortress when they settled there.

### Development

Though Yael and the other aarakocra may agree to help the adventurers to sneak into the depths below the castle, their activities are not unknown to the Emissary or the dracolich waiting below.

The Emissary, Ereshkigal, and the dracolich are attuned to the corruption and those it infects. Through the corrupted, the minions of Thorstugrael can see and hear what goes on around them. Once the illusion that hid the earthmote was dispelled, the Emissary began watching what was happening very carefully, and is fully aware of the adventurers' presence. The same awareness can be transferred from the corrupted gem in the ritual chamber below, should the characters manage to sneak by the aarakocra.

## Part 5. A Dracolich By Any Other Name

**Estimated Duration:** Up to 2 hours

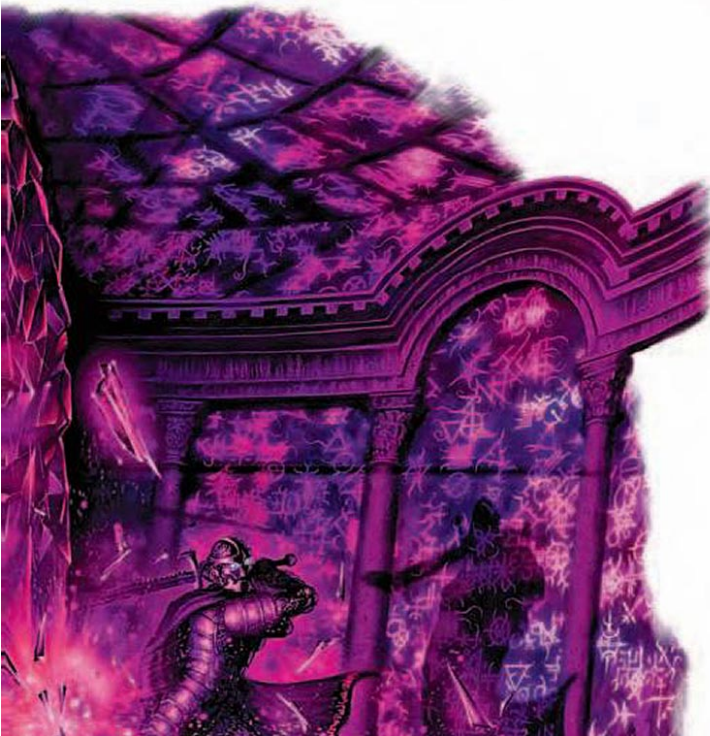
The adventurers delve into the stone fortress to find a villain waiting.

### The Ritual Chamber

The adventurers make their way through the stone fortress, though empty rooms and hallways. Signs of recent usage are obvious, though by larger numbers of inhabitants than the current aarakocra on the earthmote.

They arrive in a 60-foot wide circular chamber to find a large, glowing purple gem floating at its center. The room is darker than others, even to those who can see in darkness, as though a shroud of corruption blankets the room itself. Seven hallways run off from the room, like spokes on a wheel. Yael Riss, unable to accompany the adventurers, instructed them on which hallway leads to their quarry. If they explore the other halls, they find various rooms, their purpose unclear. In the floors of the rooms, holes (5 inches wide) have been shaped through the stone, creating shafts to release the power of the corrupting gem onto the world below the earthmote.

Harpers have been given a faction assignment to steal or destroy the object that is empowering the corruption spreading in the Quivering Forest. Other adventurers may wish to destroy the gem, as well.



The gem has the following statistics: AC 17; 56 hit points; Resistance to cold, fire, lightning, and bludgeoning, piercing, and slashing from nonmagical weapons; Immunity to poison and psychic damage.

If destroyed, the gem releases that which was trapped inside, an **oinoloth**, a fiendish bringer of plagues. The fiend will attack immediately, angry at having been trapped within the gem.

Should the characters attempt to parlay with the oinoloth, they can persuade it to stop attacking with a successful DC 16 Charisma (Persuasion) check. If they state that they are there to stop or destroy Velvet or Ereshkigal, they may make the Charisma check with advantage. The group must stop attacking the oinoloth, however; any party member continuing to attack the creature results in an automatic failure on the Charisma check.

If they manage to convince the fiend to stop attacking, the oinoloth will speak with them for a short while, offering the following information:

- He was summoned to make a bargain with a creature called Velvet. When he arrived, however, it was to trickery and deceit. Ereshkigal and Velvet trapped the oinoloth within the gem, and have been harnessing the fiend's power to corrupt.
- While the oinoloth delights in such things, he prefers to do so of his own volition, rather than as a tool. "If they had simply bargained with me for it, I would have given them the same as what they have chosen to take."
- Though he has no regrets about the damage his powers have caused, the oinoloth will admit that the corruption of the Quivering Forest and those that live within it...those that survive, anyway...will pass in time.
- The oinoloth has no idea why Velvet chose to spread the corruption.
- No, the oinoloth will not tell the adventurers his name.

Silver-tongued characters may convince the oinoloth to join them in their fight against Velvet and his emissary. An adventurer that succeeds on a DC 17 Persuasion (Charisma) check, telling the fiend something to the effect of, "Now is your chance to get even against those that wronged you," will find the oinoloth joining them in the battle against Velvet.

If the characters resort to violence to solve the situation, the oinoloth will fight until he reaches 50 hit points. Then he will attempt to cast invisibility, and will sneak or teleport away. If trapped, he will fight to the death.



## Developments

With the oinoloth's prison shattered, characters may believe they have defeated their enemies, leaving them with no further method of spreading the corruption. For Thorstugrael, it will be no huge effort to create another plague-spreading focus and begin again. It is up to the adventurers to take out the minions of the dracolich and free the earthmote from their influence. Only then will this part of Velvet's plan be disrupted.

## XP Award

If the characters remove the crystal from the room, preventing it from being used in any further rituals, or destroy it but do not battle the oinoloth, even if they do not convince him to help them defeat Velvet and Ereshkigal, each character earns 1680 XP each.

## Story Award

Shattering the corruption crystal, the adventurers have slowed down the plots of Thorstugrael and his minions. The characters receive the *Lessening Influence* story award.

## The Emissary and the Dracolich

The group follows the path laid out by Yael down into the depths of the fortress. There, a cold, foul wind blows up from the chamber below, where rock has been removed to create a large opening under the earthmote. The chamber around the opening is littered with bones and feathers and other foulness.

A black robed figure, Ereshkigal, stands by himself, his master apparently no longer present. The Emissary's features are hidden by the hood of the cloak, and he faces away from the adventurers, looking down into what appears to be a pit.

In fact, what the characters see is an illusion. While there is a large hole carved through the rock, Ereshkigal has used *major image* to make the hole appear elsewhere, as well as the illusion of the emissary standing between them and the hole. The true location is much closer to the adventures.

A character moving toward the image of Ereshkigal may make a DC 17 Intelligence check. If they succeed, they realize they feel the wind blowing up from in front of them; impossible if the hole was where it appears to be. On a failed save, the character feels the floor underneath them disappear as they move forward, and may make a DC 17 Dexterity saving throw, at disadvantage, to catch the

lip of the opening. If they fail, it is a long, long way down to the Quivering Forest below.

Fortunately for them, the griffon riders have been waiting for signs of their success or demise. A griffon rider will attempt to snatch a falling character from the air before it is too late. On the initiative count after the falling character, roll to grab the character with a +10 bonus. On a successful DC 18, the griffon grabs the character in its claws, and can move to return the character to the earthmote on the next round. If the griffon fails to grab the character, the adventurer hits the ground at the end of their next turn, taking 70 (20d6) bludgeoning damage. A griffon rider cannot make a second attempt to catch the falling character, but can transport survivors from the ground back up to the earthmote in two rounds (sped up for the player's sake, as it would take longer for the griffon to do so).

## Developments

The scenario is set up with the plan that the adventurers have gained access to the cavern via the tunnels from the castle above. Due to Ereshkigal and Iephrarath being able to sense creatures through the corruption, they cannot be surprised by the group's approach; they have been forewarned by the adventurers' interactions with the corrupted aarakocra or the corruption gem itself.

Should the party happen to find the way into the cavern from below, they emerge through the opening in the floor. Ereshkigal will have had no advance warning, so no illusion will be present.

## Tactics

The enemies in this room can be placed where they have the greatest advantage, including on the ledges around the cavern.

**Ereshkigal** will wait for as many enemies to fall through the floor as possible before engaging the adventurers. The emissary, a favored minion of Tiamat, has orders to abandon Iephrarath if it seems the dracolich is going to fail. When the abishai falls to 45 hit points, he will use his next action to disengage and flee through the hole in the floor.

A dracolich named **Iephrarath** has been hidden by the emissary's illusion as well. His black-scale hide sagging on his skeletal frame, he will launch an all out attack against the adventurers when Ereshkigal joins the fight, or if the dracolich is discovered. Iephrarath has been the tool of misdirection for Thorstugrael, and he fears his master's wrath more than these petty, meddling mortals. The dracolich fights to the death.



### XP Award

If the characters manage to notice the floor trap and bypass it, they earn 1,000 XP each.

### Story Award

Defeating the minions of Thorstugrael, the earthmote will no longer be used to empower the rituals being cast to corrupt the forest below. Characters receive the *No Mote In the Sky* story award.

## Fate of the Cloud Gliders

If left alive, the aarakocra are freed of their corruption if the gem is broken. If it is left intact, but the emissary and dracolich are destroyed, the birdfolk slowly overcome their sickness, the will keeping them under its influence ending with the death of Ereshkigal or Iephrarath.

Yael Riss tells them the aarakocra will find a less dramatic locale to settle the earthmote, though he wishes the ground dwellers the best. The tribe will continue, and for that he is grateful.

The aarakocra give the adventurers a collection of gems, jewelry, and coins worth 10,000 gold pieces. In addition, they give them a *carpet of flying*, which they had intended to use to transport emissaries and visitors from the ground. With recent events, it may be best if the heroes make use of the carpet instead.

### Developments

Defeating the dracolich and driving off or destroying the Emissary is a resounding success for any Emerald Enclave member's faction mission.

### Adjusting this Encounter

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

- **Very Weak:** Once the illusion is revealed, Ereshkigal bids the adventurers good luck, then tells Iephrarath that he goes to inform the Master of what has transpired. The abishai spreads his wings and leaves through the hole in the floor. Iephrarath begins with 126 hit points.
- **Weak:** Once the illusion is revealed, Ereshkigal bids the adventurers good luck, and then tells Iephrarath that he goes to inform the Master of what has transpired. The abishai spreads his wings and leaves through the hole in the floor.
- **Strong:** Ereshkigal does not flee the battle, but fights to the death.
- **Very Strong:** Ereshkigal does not flee the battle, but fights to the death. He begins the fight with 275 hit points, and Iephrarath begins with 289 hit points.

### Developments

If the characters convinced the oinoloth to help them in the fight against Velvet and his emissary, the fiend enters the room with the adventurers. The oinoloth understands quickly that the room is covered in illusion, and knows where the floor trap is located, but does not warn the others. Instead, he does his best to appear to be stalking Ereshkigal when the emissary reveals itself. Once Ereshkigal and as many of the adventurers as possible are within 30 feet of him, the oinoloth will use his Bringer of Plagues ability. Then he will attempt to turn invisible, and will teleport out of the room through the hole in the floor. Using his teleport ability, he ensures his survival from the fall, and leaves the adventurers to their fates.

## Part 6. Conclusion

**Estimated Duration:** 10 minutes

The adventurers return to Phlan with news of the outcome of their endeavor.

The trip back to Phlan is uneventful, though the characters can see vast swaths of black corruption throughout the Quivering Forest. Only time will tell if the forest can heal itself. They may leave the earthmote either by griffon or via the flying carpet.

Calpyso is unavailable to meet with the adventurers, though Colvin buys them drinks for the entire evening at Madam Freona's Teakettle, a much nicer tavern than the one where they saw him last. If Ciliksandra survived, she is there with him, bandaged and still obviously hurting. That does not keep her from flashing a brilliant smile and thanking the heroes for coming to her rescue.

Colvin supplies the characters with their reward, apologizing that Calpyso could not attend. "There's always some terrible thing happening in this town. I have to admit, I'm rather glad I didn't win that election..."

Madam Freona's Teakettle is a haven for adventurers and those seeking to hire them. The characters should have no problem finding their next adventure from here!

## Rewards

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

## Experience

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

### Combat Awards

Name of Foe	XP Per Foe
Archdruid	8,400
Dire Troll	10,000
Ereshkigal	13,000
Iephrarath	11,500
Oinoloth	8,400
Rot Troll	5,000

### Non-Combat Awards

Task or Accomplishment	XP Per Character
Spare Yael and agree to help free the aarakocra	1,680
Convince the oinoloth to fight Velvet and the emissary or remove the gem from the ritual room	1,680
Bypass the floor trap	1,000

The **minimum** total award for each character participating in this adventure is 11,250 **experience points**.

The **maximum** total award for each character participating in this adventure is 15,000 **experience points**.

## Treasure

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

### Treasure Awards

Item Name	GP Value
Calypto's reward	1,000 each
Fortress treasure	10,000

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

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

### Carpet of Flying

*Wondrous Item, uncommon*

The natural fibers of this rug have been dyed with patterns of overlapping blue and red feathers. This item can be found in **Player Handout 2**.

## Story Awards

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

**Lessening Influence.** By breaking the gemstone and freeing the fiend within, you have stemmed the tide of the corruption. When one of your characters plays CCCGOC01-01, *Tree Rot*, you have the opportunity to convince a would-be enemy to not fight, and to help heal the forest instead. More information can be found in **Player Handout 1**.

**No Mote In the Sky.** You have defeated the dracolich and Velvet's emissary, and the Cloud Glider tribe survived to find a new place to call home. When one of your characters plays CCCGOC01-02, *Cairns of Rot*, the earthmote will not be seen in the sky. More information can be found in **Player Handout 1**.

## Renown

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

**Members of the Emerald Enclave** that succeed in their faction mission earn **one additional renown point**.

**Members of the Harpers** that succeed in their faction mission earn **one additional renown point**.

## DM Reward

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

## Appendix. Monster/NPC Statistics

### Archdruid

*Medium humanoid (any race), any alignment*

**Armor Class** 16 (hide armor, shield)

**Hit Points** 132 (24d8 + 24)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

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**Saving Throws** Int +5, Wis +9

**Skills** Medicine +9, Nature +5, Perception +9

**Senses** passive Perception 19

**Languages** Druidic plus any two languages

**Challenge** 12 (8,400 XP)

**Spellcasting.** The archdruid is an 18<sup>th</sup>-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, poison spray, produce flame*

1<sup>st</sup> level (4 slots): *cure wounds, entangle, faerie fire, speak with animals*

2<sup>nd</sup> level (3 slots): *animal messenger, hold person, warding wind*

3<sup>rd</sup> level (3 slots): *conjure animals, meld into stone, water breathing*

4<sup>th</sup> level (3 slots): *dominate beast, stonewall, wall of fire, watery sphere*

5<sup>th</sup> level (3 slots): *commune with nature, control winds, mass cure wounds*

6<sup>th</sup> level (1 slot): *heal, investiture of wind, primordial ward*

7<sup>th</sup> level (1 slot): *whirlwind*

8<sup>th</sup> level (1 slot): *animal shapes*

9<sup>th</sup> level (1 slot): *foresight*

### Actions

**Scimitar.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Change Shape (2/Day).** The archdruid magically polymorphs into a beast or elemental with challenge rating 6 or less, and can remain in this form for up to 9 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form,

or is worn by the new form. The archdruid reverts to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

### Dire Troll

*Huge giant, chaotic evil*

**Armor Class** 15 (reason)

**Hit Points** 172 (15d12 + 75)

**Speed** 40 ft.

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STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	21 (+5)	9 (-1)	11 (+0)	5 (-3)

---

**Saving Throws** Wis +5, Cha +2

**Skills** Perception +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Giant

**Challenge** 13 (10,000 XP)

**Keen Senses.** The troll has advantage on Wisdom (Perception) checks that rely on smell or sight.

**Regeneration.** The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, it regains only 5 hit points at the start of its next turn. The troll dies only if it is hit by an attack that deals 10 or more acid or fire damage while the troll has 0 hit points.

### Actions

**Multiattack.** The troll makes five attacks: one with its bite and four with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage plus 5 (1d10) poison damage.

**Claws.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

**Whirlwind of Claws (Recharge 5-6).** Each creature within 10 feet of the troll must make a DC 19 Dexterity saving throw, taking 44 (8d10) slashing damage on a failed save, or half as much damage on a successful one.

## Ereshkigal (Green Abishai)

*Medium fiend, lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 187 (25d8 + 75)

**Speed** 30 ft., fly 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	17 (+3)	12 (+1)	19 (+4)

---

**Saving Throws** Int +8, Cha +9

**Skills** Deception +9, Insight +6, Perception +6, Persuasion +9

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Draconic, Infernal, telepathy 120 ft.

**Challenge** 15 (13,000 XP)

**Devil's Sight.** Magical darkness doesn't impede the abishai's darkvision.

**Innate Spellcasting.** The abishai's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *alter self*, *major image*

3/day each: *charm person*, *detect thoughts*, *fear*

1/day each: *confusion*, *dominate person*, *mass suggestion*

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

**Magic Weapons.** The abishai's weapon attacks are magical.

### Actions

---

**Multiattack.** The abishai makes two attacks, one with its claws and one with its longsword, or it casts one

spell from its Innate Spellcasting trait and makes one claw attack.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## Iephrarath (Adult Black Dracolich)

*Huge undead, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 195 (17d12 + 85)

**Speed** 40 ft., fly 80 ft., swim 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

---

**Saving Throws** Dex +7, Con +10, Wis +6, Cha +8

**Skills** Perception +11, Stealth +7

**Damage Resistances** necrotic

**Damage Immunities** acid, poison

**Condition Immunities** charmed, frightened, paralyzed, or poisoned

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 21

**Languages** Common, Draconic

**Challenge** 14 (11,500 XP)

**Undead Nature.** Iephrarath does not require air, food, drink, or sleep.

**Legendary Resistance (3/Day).** If Iephrarath fails a saving throw, she can choose to succeed instead.

**Magic Resistance.** Iephrarath has advantage on saving throws against spells and other magical effects.

### Actions

---

**Multiattack.** Iephrarath can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) poison acid damage.

**Claw. Melee Weapon Attack:** +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Tail. Melee Weapon Attack:** +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Acid Breath (Recharge 5-6).** The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

### Legendary Actions

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Iephrarath can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Iephrarath regains spent legendary actions at the start of her turn.

**Detect.** Iephrarath makes a Perception (Wisdom) check.

**Tail Attack.** Iephrarath makes a tail attack.

**Wing Attack (Costs 2 Actions).** Iephrarath beats her wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Iephrarath can then fly up to half her flying speed.

### Oinoloth

*Medium fiend (yugoloth), neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 126 (12d10 + 60)

**Speed** 40 ft.

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STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	17 (+3)	16 (+3)	19 (+4)

---

**Saving Throws** Con +8, Wis +7

**Skills** Deception +8, Intimidation +8, Perception +7

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

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 17

**Languages** Abyssal, Infernal, telepathy 60 ft

**Challenge** 12 (8,400 XP)

**Bringer of Plagues (Recharge 5-6).** As a bonus action, the oinoloth blights the area within 30 feet of it. The blight lasts for 24 hours. While blighted, all normal plants in the area wither and die, and the number of hit points restored by a spell to a creature in that area is halved.

Furthermore, when a creature moves into the blighted area or starts its turn there, that creature must make a DC 16 Constitution saving throw. On a successful save, the creature is immune to the oinoloth's Bringer of Plagues for the next 24 hours. On a failed save, the creature takes 14 (4d6) necrotic damage and is poisoned.

The poisoned creature can't regain hit points. After every 24 hours that elapse, the poisoned creature can repeat the saving throw. On a failed save, the creature's hit point maximum is reduced by 5 (1d10). This reduction lasts until the poison ends, and the target dies if its hit point maximum is reduced to 0. The poison ends after the creature successfully saves against it three times.

**Innate Spellcasting.** The oinoloth's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: darkness, *detect magic*, *dispel magic*, *invisibility (self only)*

1/day each: *feblemind*, *globe of invulnerability*, *wall of fire*, *wall of ice*

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

**Magic Weapons.** The oinoloth's weapon attacks are magical.

### Actions

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**Multiattack.** The oinoloth uses its Transfixing Gaze and makes two claw attacks.

**Claw. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage plus 22 (4d10) necrotic damage.

**Corrupted Healing (Recharge 6).** The oinoloth touches one willing creature within 5 feet of it. The target regains all its hit points. In addition, the oinoloth can end one disease on the target or remove one of the

following conditions from it: blinded, deafened, paralyzed, or poisoned. The target then gains 1 level of exhaustion, and its hit point maximum is reduced by 7 (2d6). This reduction can be removed only by a *wish* spell or by casting *greater restoration* on the target three times within the same hour. The target dies if its hit point maximum is reduced to 0.

**Teleport.** The oinoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

**Transfixing Gaze.** The oinoloth targets one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed until the end of the oinoloth's next turn. While charmed in this way, the target is restrained. If the target's saving throw is successful, the target is immune to the oinoloth's gaze for the next 24 hours.

## Rot Troll

*Large giant, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 138 (12d10 + 72)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	22 (+6)	5 (-3)	8 (-1)	4 (-3)

---

**Skills** Perception +3

**Damage Immunities** necrotic

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Giant

**Challenge** 9 (5,000 XP)

**Rancid Degeneration.** At the end of each of the troll's turns, each creature within 5 feet of it takes 11 (2d10) necrotic damage, unless the troll has taken acid or fire damage since the end of its last turn.

### Actions

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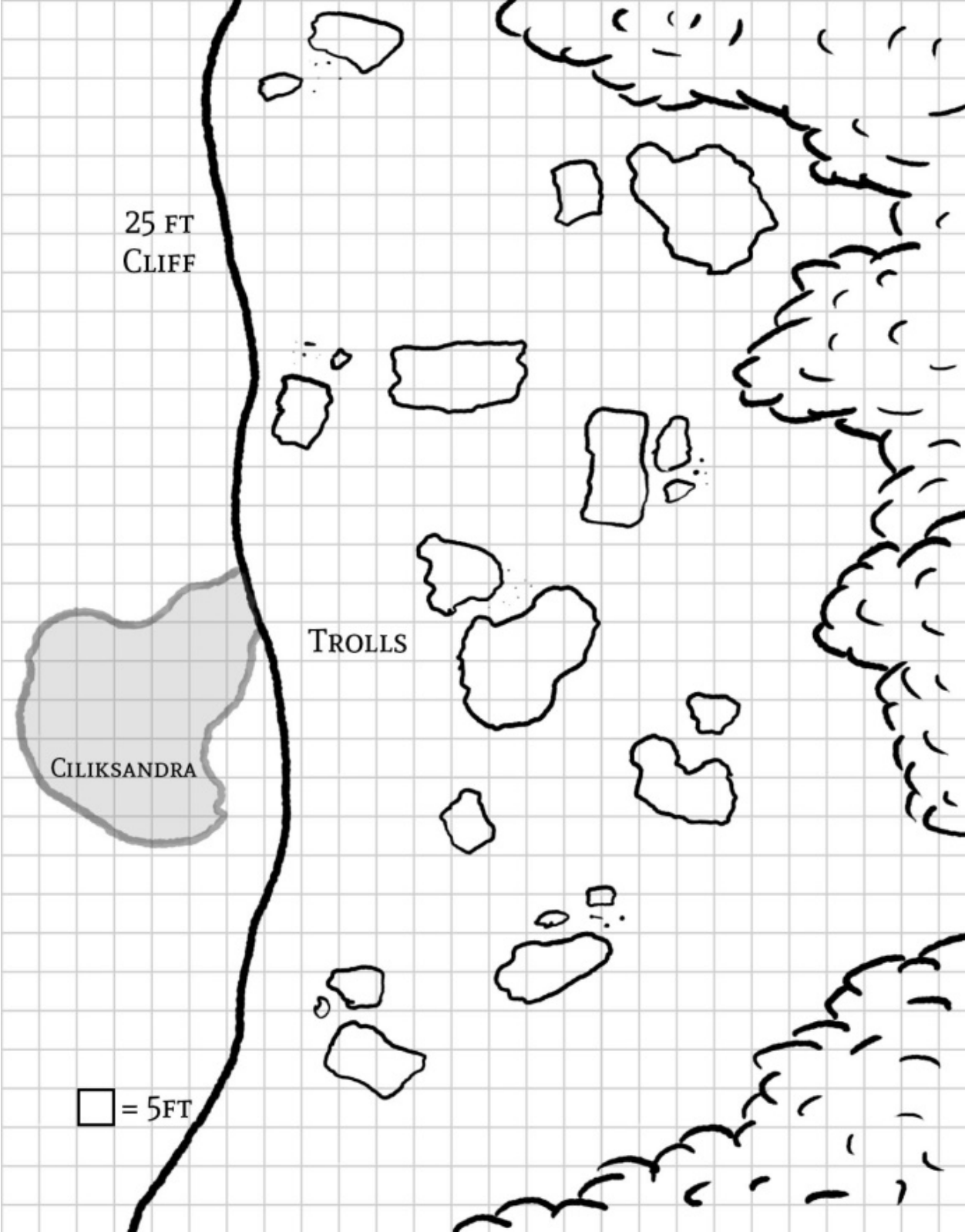
**Multiattack.** The troll makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 16 (3d10) necrotic damage.

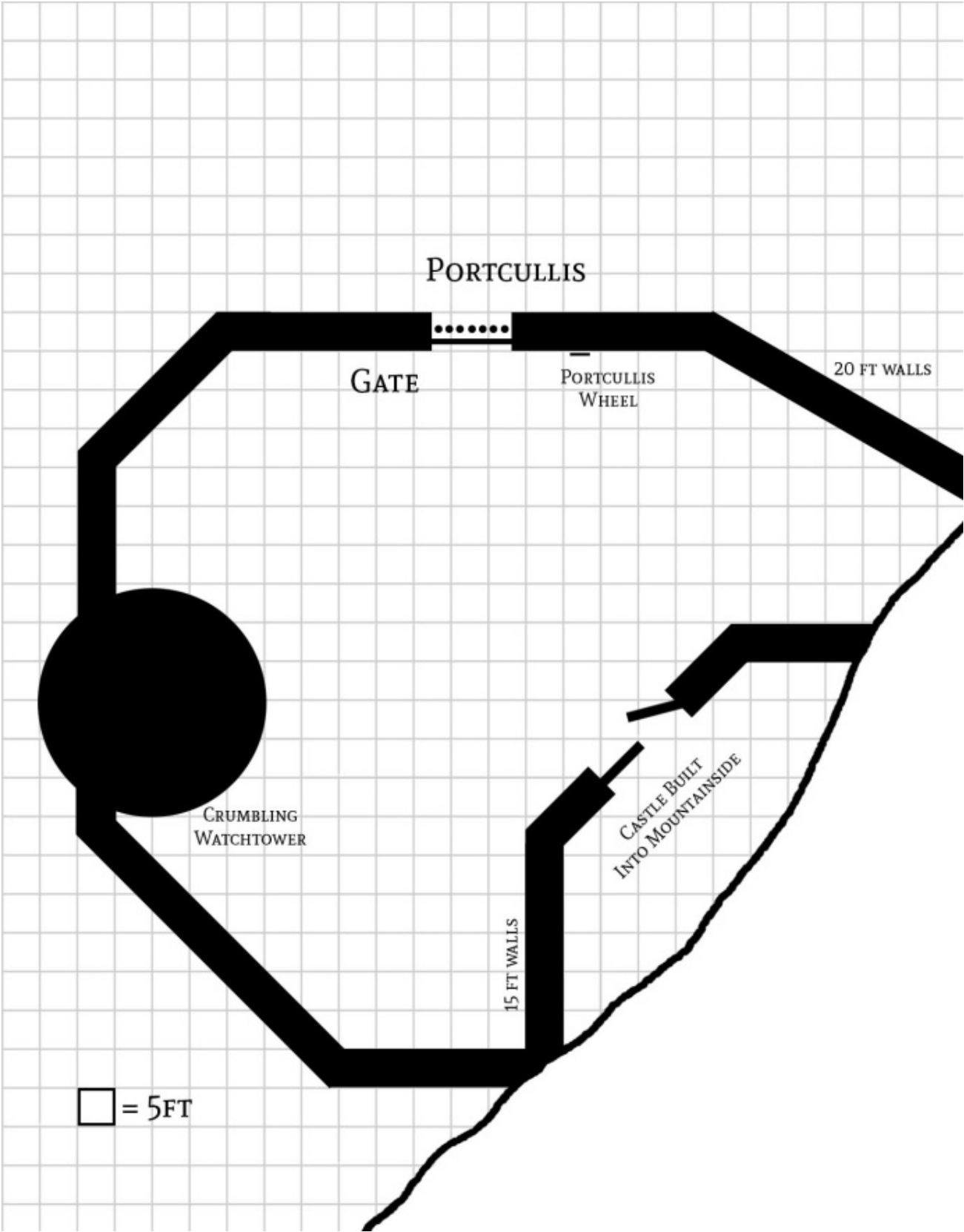
**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 5 (1d10) necrotic damage.



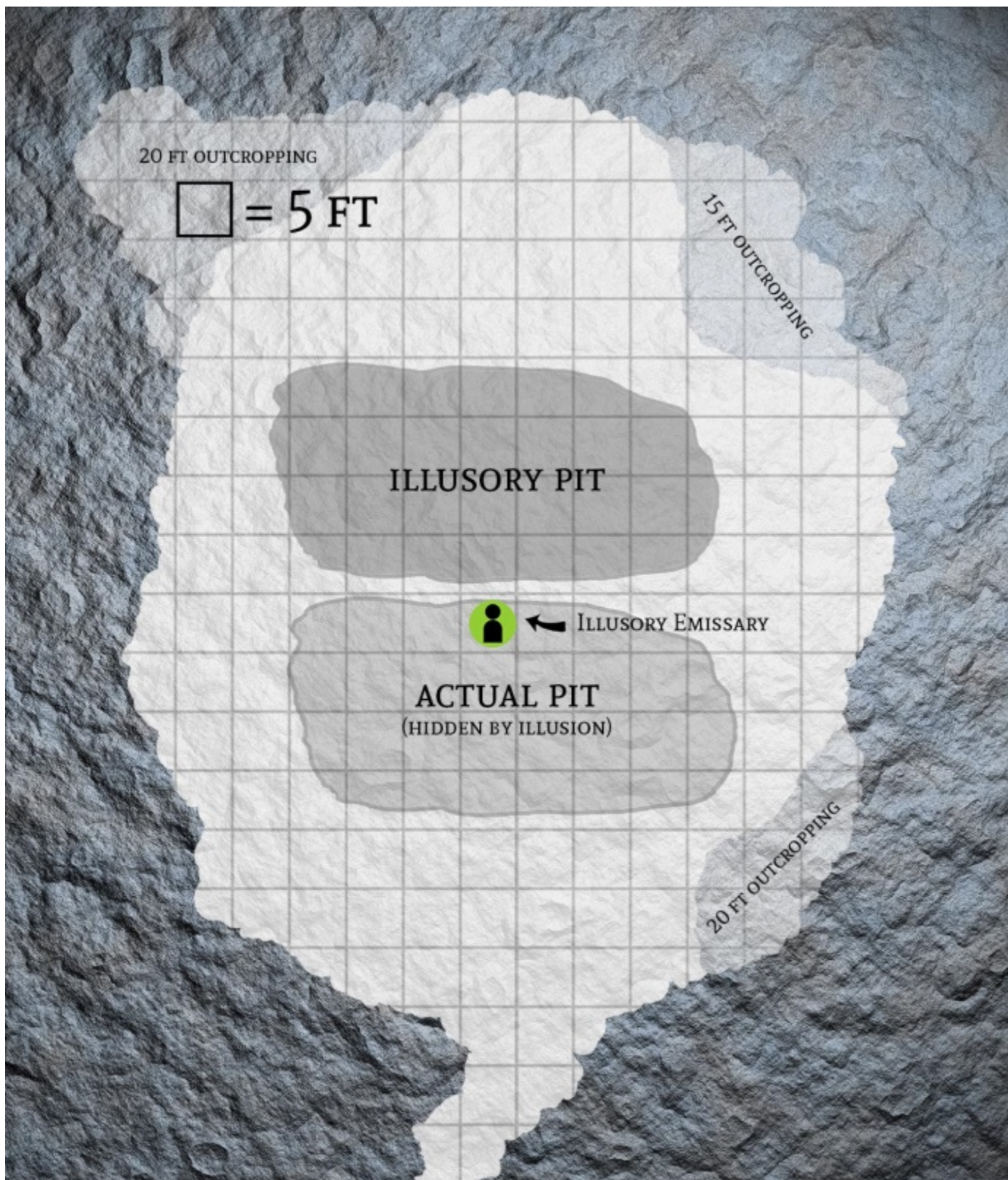
Appendix. Map 1  
To Save a Savior



# Appendix. Map 2 Birds of a Feather



# Appendix. Map 3 The Emissary & the Dracolich



## Appendix. Story Award Tie-Ins from CCC-GOC01

During the course of this adventure series, the characters may earn the following story awards. This sheet is for your reference for the effects they have upon this adventure, and include DM information not listed in the player Story Awards.

If you are DMing a table that has a mix of people who have Story Awards and people who do not, the majority rules in this case, and decides if the Story Award is in effect or not.

### Gained from CCCGOC01-01, *Tree Rot*.

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#### Forewarning

You learned that a dryad and a satyr were helping to corrupt the forest, though these creatures typically work to protect it. When one of your other characters plays CCCGOC01-02, *Cairns of Rot*, they gain advantage on Wisdom (Insight) checks to determine if other protectors of the forest have been corrupted.

#### Putting the Dead to Rest

You put the undead aarakocra to rest in CCCGOC01-01, *Tree Rot*. When one of your other characters plays CCCGOC01-03, *Winds of Rot*, the aarakocra shaman, **Yael Riss**, knows the spirits of his people have been laid to rest, and characters have advantage on Charisma (Persuasion) checks when interacting with him.

#### All the Pretty Flowers

The corrupted dryad was successful in destroying the dathlil flowers within the Quivering Forest. Without their presence, the corruption spreads much quicker, and affects those who would have been otherwise protected. When one of your other characters plays CCCGOC01-03, *Winds of Rot*, the gryphons and gryphon riders have been affected by the corruption, and are at disadvantage to catch a character that falls from the earthmote.

### Gained from CCCGOC01-02, *Cairns of Rot*.

---

#### Enemies Afoot

You have learned that the strange stone cairns play a role in spreading the corruption throughout the Quivering Forest, and you pass along the information to others. When one of your other characters plays CCCGOC01-01, *Tree Rot*, this knowledge may prove useful.

When characters encounter the dryad and the cairn, they may make a Wisdom (Nature) or Intelligence (Arcana) check, at advantage, to realize the power of the cairn can be used to destroy all the Dathlil flowers in the area, a terrible set back in the fight to halt the corruption. They also realize that the dryad, or another powerful forest protector, could use the cairn to reverse the corruption in the area by using the Dathlil flowers in the ritual.

#### Secrets Revealed

You saved the aarakocra slaves from the dark druid's ritual. In return, they tell you they heard the druid telling strange, twisted creatures to hunt down a sorceress that has been sent to stop the druid's master, as well as where the druid sent them. When one of your other characters plays CCCGOC01-03, *Winds of Rot*, your character has advantage on the checks needed to find Ciliksandra.

#### Corruption Unchained

You were unsuccessful at stopping the ritual, and the corruption has spread. When one of your other characters plays CCCGOC01-01, *Tree Rot*, or CCCGOC01-03, *Winds of Rot*, the burden of your failure is placed upon those characters. Suffering from the psychic malignancy of the corruption, characters must succeed on a DC 10 Charisma saving throw every two hours of in-game time, or suffer one level of exhaustion.

## Gained from CCCGOC01-03, *Winds of Rot*.

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### Lessening Influence

By breaking the gemstone and freeing the fiend within, you have stemmed the tide of the corruption. When one of your characters plays CCCGOC01-01, *Tree Rot*, you have the opportunity to convince a would-be enemy not to fight, and to help heal the forest instead.

This allows the characters to attempt a non-combat resolution with the dryad, where the DM will run the alternate solution encounter.

### No Mote In the Sky

You have defeated the dracolich and Velvet's emissary, and the Cloud Glider tribe has survived to find a new place to call home. When one of your characters plays CCCGOC01-02, *Cairns of Rot*, the earthmote will not be seen in the sky.

When running the final combat, the DM does not include the effects of the earthmote being present.

# Player Handout 1. Story

## Awards

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

### Lessening Influence

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By breaking the gemstone and freeing the fiend within, you have stemmed the tide of the corruption. When one of your characters plays CCCGOC01-01, *Tree Rot*, you have the opportunity to convince a would-be enemy to not fight, and to help heal the forest instead.

### No Mote In the Sky

---

You have defeated the dracolich and Velvet's emissary, and the Cloud Glider tribe survived to find a new place to call home. When one of your characters plays CCCGOC01-02, *Cairns of Rot*, the earthmote will not be seen in the sky.

## Player Handout 2. Carpet of Flying

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

### Carpet of Flying

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*Wondrous Item, very rare*

You can speak the carpet's command word as an action to make the carpet hover and fly. It moves according to your spoke directions, provided that you are within 30 feet of it.

The natural fibers of this 5-foot by 7-foot rug have been dyed with patterns of overlapping blue and red feathers.

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