

D&D ADVENTURERS LEAGUE



Old Enemies Arise

(Part 1 of Agents of the Cloaks)

The alliance between Thay and Mulmaster is stronger than ever, and this does not sit well with some of the neighboring countries; in fact, it appears that one of them is attacking caravans leaving Mulmaster and heading towards Thay. You have been asked by the Cloaks to investigate the attacks, discover who is behind them, and stop them if you can.

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



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Introduction

Welcome to *Old Enemies Arise*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Agents of the Cloaks™* module series.

This adventure starts in Mulmaster after the catastrophe that nearly ruined the city (2nd season Epic). The players will then venture into southern Damara and the Earthwood.

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

Adjusting This Adventure

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

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

Determining Party Strength

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

6-7 characters, APL equivalent Strong
6-7 characters, APL greater than Very strong

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

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Background

The Thayans have taken a large role in the reconstruction of Mulmaster, and they have formed strong ties with the Cloaks. In fact, it is not uncommon to see Rastol Shan and the Zulkir of Enchantment Dar'lon Ma, speaking together in certain circles. The potential ramifications of an alliance between these two powerful organizations is not lost on their enemies.

One such enemy is the nation of Rashemen. Rashemen is ruled by witches with strong ties to the fey of their land. These witches are known as Hathran, and they have been fighting Thay for centuries. Rashemi witches are famous for the wooden masks they wear when traveling outside of their homeland to protect their identity.

The budding alliance between Thay and Mulmaster has been a topic of discussion at many of the Witches' council meetings. The Rashemi believe that Thay is smuggling magical artifacts from ancient civilizations around the Moonsea through Mulmaster; however, as a nation they have decided not to get involved.

A trio of witches did not agree with this decision however, and they have left Rashemen to take a more active role in disrupting the alliance. These witches kidnapped one of their male wizards known as the Vremyonni, formed an alliance with a sub-chief of one of the berserker lodges, and left Rashemen to harass the Thayan caravans and flotillas leaving Mulmaster.

These three witches are actually Durthan. The Durthan are a sect of witches from Rashemen who embrace the dark forces of the fey. They crave power and are the antithesis to the ruling Hathrans. To exist they often pose as normal Hathran. Their identities are kept secret even from their own people. The Durthan like to work behind the scenes, so it wouldn't do to attack the flotillas and caravans openly. That would involve the Hathrans, and that is not something they want; consequently, they have decided to frame one of the neighboring countries for their deeds.

After attacking two flotillas and destroying two artifacts, the witches and their warriors carried out raids across Damara dressed in the uniforms of Mulmaster's military. Their objective is to get Mulmaster and Damara to wage war with each other to cover their tracks.

For a base of operations while committing these deeds, the witches found an abandoned outpost from a long-gone civilization in the Earthwood. The

witch Shevarra negotiated a pact with a local hag who rules over that section of the Earthwood for assistance and protection while in the wood.

In the last flotilla attack, Lasharra's mask was damaged. A witch's identity must be protected at all times, so she immediately charged the Vremyonni with making another for her that has magical properties. The Vremyonni has completed its construction but hasn't added the magical properties yet.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Zulkir Dar'Lon Ma. The Zulkir is the highest political rank that can be held in Thay. He is the Zulkir of Enchantment and Thay's chief representative in Mulmaster.

Rastol Shan. Rastol Shan is the mysterious leader of the Brotherhood of the Cloaks and probably the most powerful wizard in Mulmaster. He is noted for wearing a hooded robe with a mask covering his face.

Nelvon DeJuan. Nelvon DeJuan is a high-ranking member of the Cloaks and a powerful wizard.

Damara. Damara is a feudal nation situated on the other side of the Galena Mountains from Mulmaster. In the past Damara has been known as a force for good in the region.

Rashemen. To the East of Damara on the border of the vast steppes that separate Faerun from the lands of Koza Kur is a fey infused land of many rivers and lakes. It's inhabited by powerful witches and fierce berserkers that have spent centuries fighting Thay and the barbarian hordes of Narfell.

Adventure Overview

The adventure is broken down into five parts:

Part 1. The characters are brought to the Tower of Arcane Might to meet with Nelvon DeJuan. He hires them to investigate the latest attack on one of the Thayan flotillas that left Mulmaster for Thay.

Part 2. At the site of the wreckage, the characters have a chance to uncover clues that suggest there is a force working to pit Damara against Mulmaster. The characters will also be confronted by a Damaran patrol who thinks they have been raiding their lands. The characters will need to convince them otherwise or fight them. Eventually, the characters will find a hidden trail that leads into the Earthwood.

Part 3. While following the hidden trail, the characters are shadowed by a quickling fey who will report their location if the characters cannot neutralize him. Also on the trail, the characters may encounter one of the witches on patrol (optional). If there are time constraints, the characters may navigate a trap filled section of the forest instead of

the patrol encounter (optional). Failure to neutralize the quickling or avoid the traps results in a scenario where there is no chance for surprise in the coming battle.

Part 4. At the end of the trail, the characters fight the bulk of the Rashemi force and their fey allies in a camp outside a cave. The conditions of Part 3 will determine if they get surprise on them or not. They will also rescue a capture Thayan who will petition the characters to capture the Vremyonni in the cave.

Part 5. After defeating the outer force, the characters confront the remainder of the Rashemi leaders within the cave. This is where they may learn there is someone else giving orders to these Rashemi. They will also find proof to exonerate Mulmaster of the charges laid against them by Damara.

After defeating the Rashemi Witches, the characters will find a sacred mask and a male Rashemi wizard who wants to take the mask home with him. The characters will have to decide if they want to let the Rashemi male go home to his people and if they will let him take the mask.

Part 6. Once the characters get back to Mulmaster, who they speak with and what reward they get will be determined by the decisions they made in Part 5.

Adventure Hooks

Story Hook. The Cloaks have asked you personally to assist with an important task. You were chosen because of your current reputation. Monetary reward will be given.

Ally of Thay. You receive a personalized letter along with a bottle of your favorite drink from Dar'lon Ma requesting that you go to the Tower of Arcane Might to speak with Nelvon DeJuan. Thay is in need of your service once again.

Enmity of Thay. You receive the following personalized letter from Dar'lon Ma. "The fact that you are still alive speaks well for your prowess, and I am not one to waste a useful resource. Let's stop expending all this negative energy. Finding and wiping out your whole bloodline going back 100 years is tiresome, and I have better things to do. Do this one mission for Thay, and I will consider our issue resolved. Report to Nelvon DeJuan at the Tower of Arcane Might."

If the characters complete this mission successfully, the character can remove this story award.

Both Ally and Enmity of Thay. You receive a personalized letter from Dar'lon Ma along with a

bottle of your favorite drink. It says the following: "Aaaahhhh, relationships are a fickle thing, aren't they? One minute you are a favored asset, and the next you receive a bottle of poisoned brandy. You and I have certainly had our ups and downs, but I want to put an end to all that. I want you to receive a bottle of the good stuff from me and know it isn't poisoned. I have a job that needs doing. Do it, and we can start focusing on the positive. Report to Nelvon DeJuan in the Tower of Arcane Might."

If the characters complete this mission successfully, the character can remove the Enmity story award from their character logs.

Member of the Cloaks. As part of your service to Mulmaster, you have been commanded to undertake an investigation on their behalf. You are ordered to report to Nelvon DeJuan in the Tower of Arcane Might.

Note: Characters who are members of the Brotherhood of the Cloaks do not have to pay the three downtime day costs for playing this mod.

Adventurers for Hire. Your deeds have become known in the area. You have received a request to work for the Cloaks of Mulmaster. The summons only states that the compensation will be considerable.

Part 1. Mulmaster

Estimated Duration: 20 minutes

Try to give the characters a feel for the state of Mulmaster. The population has been greatly reduced, and many of the people are forced to go about their daily business while seeing their loved ones working on new buildings as zombies.



Nelvon DeJuan

Traveling through the streets of Mulmaster on your way to the Tower of Arcane Might, it is obvious that the city has undergone a catastrophic event. Construction is everywhere. Much of the work force is made up of zombies, many of whom were formerly citizens of Mulmaster. You see them being supervised by their Thayan animators. You can also see remnants of that catastrophe in the form of unnatural fires and earth motes that dot the city.

Mission Briefing

This section is designed to give the characters a starting point and a little insight as to what is going on. Keep it brief. Nelvon won't immediately let the characters know they were smuggling magical artifacts to Thay, but he won't hide it if the characters guess there is more to this than just a simple raid.

The characters arrive at the Tower of Arcane Might where a young apprentice wizard escorts them to a small discreet and isolated room. They are served water and some biscuits while they wait a good hour before someone arrives.

This is a good time for the characters to introduce themselves.

You have been waiting for a long time. Just when you are ready to leave, the door opens. The middle-aged man who enters is an obvious wizard of considerable power.

"Hello, my name is Nelvon DeJuan. Thank you for coming on such short notice. I have an important mission for you. One of our regular caravans destined for Thay has been ambushed, and it isn't the first one that has suffered this fate. The latest incident happened along the river in southern Damara. I would like you to go to the site of the ambush and find out who is behind the attack. I also want you to stop them if you can. Your pay will be 1000 gold pieces (an illusion appears above his head that says "Not Each") and the gratitude of the cloaks. So, once I've answered any questions you might have, I would like for you to leave immediately. There is a team waiting to take you to the site of the ambush.

Role-Playing Nelvon DeJuan

Nelvon is a quiet and reserved person. He will keep the conversation to the business at hand and won't volunteer any information that is not "need to know". However, he is not a politician, and he will not spend a lot of effort to conceal anything from the adventurers should they have good insight.

The characters may ask any questions they have of Nelvon. He knows the following:

- The ambush happened last night. The cloaks had alarms in place to let them know if anything happened to the caravan.
- There have been two other attacks like this just this week. One 3 days ago and the other one was 5 days ago. The other attacks also occurred within or near Damara.
- The merchandise was just normal trade goods being taken to Thay's markets. This is not completely true, but it will take a DC 15 insight check to discover that Nelvon is not telling the characters everything. If they make the check, Nelvon will admit that there was a magic item hidden in the cargo. He will not disclose the specifics of the item but will only say that it was on loan to Thay.
- He thinks the obvious entity behind the attack is Damara. He will explain that there has never been any love lost between the two nations; however, both Mulmaster and Thay have a long list of enemies, so it could be just about any nearby country.
- Aside from the crew of the barge, there were 6 soldiers and two Red Wizards guarding the merchandise. One of the wizards was Azak Throm who was the leader of the expedition. The characters may have met him in **DDEX2-5 Flames of Kythorn**

Part 2. The Wreckage

Estimated Duration: 40 minutes

The ambush site is approximately 110 miles away by river. The characters arrive at the site of the ambush after an uneventful 4 days of travel along the river assuming the barge travels at 1mph. They reach the wreckage on the morning of the 5th day. The barge workers park the barge and wait for further instructions from the characters. They will not wait longer than 1 day before they return to Mulmaster.

Leaving the Moonsea, you sail down the river past Ironfang Keep and through the pass separating the Galena Mountains to the North and the Earthspur Mountains to the South. The Mountains then give way to the low rolling hills of Damara to the North with the Earthwood to the South. It is on the North shore of the river that you spot the wreckage.

General Features

The site of the ambush has the following general features.

Terrain. The land North of the river is made up of open gently low rolling hills. South of the river is the Earthwood forest.

The River. The river is approximately 100 ft wide at this point and about 2-5 feet deep suggesting it can be forded here. It has a slow-moving current.

Weather. The weather is sunny and partly cloudy.

Light. The characters arrive in the morning, and it is bright daylight.

Smells and Sounds. There are no unusual sounds, but the smell of the bodies rotting is powerful.

The Investigation

The characters will need to investigate the wreckage if they want to gain enough information to be able to track the assailants. Insight, Investigation, Survival, Medicine and Perception can be used immediately. History, Religion, Arcana and Nature will be unlocked depending on the above checks.

Read the following boxed text when the characters state they are going to investigate the wreckage.

It is obvious that there was a battle here. There are bodies of soldiers wearing the livery of the Damaran Duchy of Arcata among the debris. You also see the bodies of six soldiers of Thay.

There is an obvious trail of numerous humanoid leaving the site and heading North into Damara.

When investigating the wreckage, the character can make the checks indicated below. There are three checks for investigating the wreckage itself. The first time the characters find something, ask them if they would like to continue to search the wreckage. Once they've gotten all three items, tell them they think they've thoroughly checked it all.

- **Check for motive; Insight DC 15:** The characters notice that all the goods were destroyed rather than taken indicating this attack was motivated by something other than just greed. This attack could possibly be politically motivated
- **Check the wreckage 1st check; Investigation or Perception DC 15:** The characters notice a piece of a wooden mask. This opens of the History check.
- **Check the wreckage 2nd check; Investigation or Perception DC 15:** The characters notice a piece of a religious medallion on the ground. This opens the religion check.
- **Check the wreckage 3rd check; Investigation or Perception DC 15:** The characters notice that one of the pieces of cargo destroyed may have once been magical. This opens up the Arcana check.
- **Check the bodies; Medicine DC 15:** The characters learn that the Damaran soldiers did not die here. They died hours after this battle and were placed here. A check of DC 20 reveals that the weapons used to kill both the Damarans and the Thayans were two-handed weapons like greataxes and greatswords. Both the Damarans and the Thayans were equipped with medium sized weapons and shields.
- **Check for tracks; Survival DC 15:** The characters notice that there were large animals as well as humanoids among the attackers. This opens up the Nature check. If the characters make the check with a 20 or higher, they find the hidden trail that leads to the river suggesting the attackers went into the Earthwood.

Unlocked checks

- **History DC 15:** See the sidebar "Who are the Rashemi" to learn what the History check reveals. More information can be found in **Player Handout 3**.

- **Religion DC 15:** The medallion is of a deity known as The Hidden One. The Hidden One is an aspect of Mystra that is worshipped in the Rashemi lands. For this check, clerics of Mystra may make the check with advantage.
- **Nature DC 15:** The characters know that the animals involved are not from this land and may have been extraplanar in nature. If the characters unlocked the mystery behind the medallion or the mask, they also know that the Rashemi witches are closely allied with the fey.
- **Arcana DC 15:** The piece that the characters found was a bowl used in summoning rituals. If the characters get a 20 or higher on their check, then they recognize a glyph fragment on the bowl that suggests it was used to summon Demons and is from the ancient Narfell empire.

The characters should get the idea they are not facing simple brigands. Their investigation may also inform them that there was a summoning done, possibly by a druid, sorcerer or wizard.

During the investigation of the wreckage, the characters easily locate the false trail left by the woodsman that leads inland into Damara. With an active Perception or Investigation check of DC 20, the characters find the real trail that he attempted to conceal, which leads to the river, and suggests that the attackers crossed the river and went into the Earthwood.

Who are the Rashemi

Most people in Faerun don't know about Rashemen. Those that live in the Bloodstone Lands (Moonsea, Damara and Vasa) have probably encountered a few Rashemi Witches or Berserkers. If the character hails from the Unapproachable East (Narfell, The Great Dale, Rashemen, The Hordelands and Thay), then they most certainly know of them and have advantage on these checks.

DC 8: The people of the nation of Rashemen are called the Rashemi. They are a barbaric people that honor the fey. In battle their spellcasters wear wooden masks.

DC 12: The Rashemi are ruled by powerful and secretive witches. They are called Hathrans.

DC 15: Rashemi witches wear wooden masks to hide their identity, hate Thay and are very good at fighting spellcasters.

DC 18: There is another sect of female casters within the ranks of the witches who are evil and oppose the witches' rule. They are called Durthan.

DC 20: Male spellcasters in Rashemi are sequestered away to secret locations where they live their lives creating magic items and spells for the witches. Their existence is a closely guarded secret by the Rashemi.

Political Tensions

After investigating the wreckage, the characters will either follow the obvious trail into Damara or start thinking about crossing the river into the Earthwood. It is during this time that they will encounter the Damaran patrol.

If the characters didn't discover the concealed trail, then read the following boxed text as they follow the obvious trail.

The trail takes you further into Damara. You travel for about two hours when you crest a low hill and see a patrol riding hard towards your location. Their livery suggests that they are troops of the Damaran Duchy of Arcata.

If the characters discovered the concealed trail, then read the following boxed text as the Damaran patrol rides up on them.

You are getting ready to head off to Earthwood when a troop of soldiers ride up over the rise. They are headed straight for you at a gallop. Their livery suggests that they are troops of the Damaran Duchy of Arcata.

The leader of the patrol is Knight Captain Igan Dotsk, and he will demand that the characters submit themselves to a Zone of Truth spell. If the characters do so, he will ask them if Mulmaster is conducting raids across Arcata. He will also ask them if they have harmed any citizen of Arcata within the last week. If the characters submit to the spell and answer the questions truthfully, they will be exonerated of all charges. If the characters refuse or don't answer all the questions, they will be required to make a persuasion check of DC20 or the leader will give the command to attack.

The DC for the check is modified with the following conditions.

- If the characters show the leader the piece of the wychlaran's wooden mask or the religious medallion found at the ambush site, then the check DC is reduced by 5. If the check is already at DC 10, then the check is made with advantage.
- If the characters show the leader the disguised tracks left by the Rashemi war band, then the check DC is reduced by 5. If the check is already at DC 10, then the check is made with advantage.
- If the characters make any attack against the patrol, then the DC is raised by 5. If any of the characters damage or affect any member of the

patrol with a spell, then the check is made with disadvantage.

This is intended to be a role-playing encounter, but it is entirely possible that there will be a party made up of murder hobos who just want to fight. Should that be the case, the patrol is made up of loyal soldiers who will fight with the intention of getting word to the Duke of Arcata regarding Mulmaster's act of war.

Role-Playing Knight Captain Igan Dotsk

Igan Dotsk is a loyal soldier of Damara. He is the third son of a minor noble in the Duchy of Arcata and a devout follower of Torm (god of loyalty). He is incorruptible.

His only concern is finding out who's behind the raids across his lands. If battle erupts, he will first and foremost try to make sure the Duke is alerted to Mulmaster's act of war.

Note: If the characters didn't learn anything about Rashemen during the investigation, feel free to use Igan as a source of information for anything that is listed in the "Who are the Rashemi" section. Between him, his mage, and his priest, he should be able to impart any of the information in the side bar or the handout. Igan thinks it is quite odd that the Rashemi are involved as they are a secretive people who keep to their own lands.

Reward

If the characters manage to defuse the situation without combat, award them **300 exp** each.

Let there be COMBAT!

Should the characters initiate combat or fail to convince the patrol of their innocence, then combat will happen.

With the gauntlet drawn, the knight turns to two of his cavalry men and says in Damaran "Ride off and warn our Duke of Mulmaster's treachery. Everyone else, CHARGE!"

The use of Damaran is meant to support the optional rule for humans in the **Sword Coast Adventure Guide page 112**. If you don't wish to use those, then have the knight speak common. If you do use that option, then anyone of Damaran descent automatically knows that language.

The patrol consists of the following creatures. Five **Damaran Soldiers** (re-flavored Sildar Hallwinter), one **Priest**, one **Captain Igan Dotsk** (a re-flavored Captain Othelstan with a longsword instead of a flail) and one **Damaran wizard** (re-flavored Thayan

Apprentice). They all start combat on Riding Horses. Treat these riding horses as light war horses but don't have them attack. They do not shy away from combat. They were not figured in on the challenge level of the encounter.

Note: This encounter was built using the encounter builder in **Xanathar's guide to everything** assuming the following:

- Very Weak – Assumes 4 6th level characters
- Weak – Assumes 5 7th level characters
- Strong – Assumes 5 10th level characters
- Very Strong – Assumes 7 10 level characters
- Uber Strong – Assumes 7 12th level characters (This setting is for parties that are very well quipped and stronger than normal)

Adjusting this Encounter

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

- **Very Weak:** Replace **Captain Othelstan** with a **Knight**, remove the **Thayan Apprentice**, and replace the **Sildar Hallwinter** with **guards** and add 4.
- **Weak:** Replace **Captain Othelstan** with a **Knight**
- **Strong:** Replace the **Thayan Apprentice** with a **Conjurer**
- **Very Strong:** Replace the **Thayan Apprentice** with a **Conjurer**. Replace the **Captain Othelstan** with a **Blackguard** (re-flavored as a good aligned knight).
- **Uber Strong:** Remove the five **Sildar Hallwinter** and add three **veterans**. Replace the **thayan apprentice** with a **conjurer**.

Tactics

The patrol leader's first act will be to command two of his veterans to ride off in different directions to warn the Duke. The wizard will attempt to counterspell any attempts to throw spells at the departing veterans. The priest will activate spirit guardians (if he has it) and wade into combat with the characters. If he doesn't have it, he will use his spells as support for the warriors battling the characters.

Development

If the characters are defeated or surrender, then they will be put to death. Their remains will be sent to Mulmaster along with their possessions as a clear warning not to mess with Damara.

The members of the patrol will fight to the death. If the leader is captured, he can still be convinced of

Mulmaster's innocence of the raids using the conditions listed in Political Tensions above. Anyone else released will immediately ride to the Duke and report that Mulmaster is behind the raids.

Treasure

The soldiers don't carry much money while out in the field. The leader wears his signet ring which is worth **50gp**. Searching the soldier's coin purses, the characters will find various coins worth a total of **75 gp**. Two-thirds of the coinage is from the leader who is a noble.

Development

There are two outcomes possible with this encounter. The characters will either defuse the situation between the Damarans and Mulmaster or they will inflame it. The former is intended to be the most common outcome.

If the characters manage to defuse the situation and exonerate Mulmaster of the charges against them, then the patrol leader will request that they find out who is behind the raids.

If the characters befriend the Damarans, then together they will eventually find the hidden trail. If the characters defeated the Damarans, then let them find the hidden trail by chance. The story doesn't move forward without the discovery of this trail.

Part 3. Into the Earthwood

Estimated Duration: 1 Hour

Once the characters discover the hidden trail, they must try to make it to the campsite without being spotted. The witches enlisted the help of the fey, and there is a quickling that is waiting to see if anyone discovers the trail. The tiny fey will have to be neutralized or he will bring word back to the camp that the characters are coming.

General Features

The site of the ambush has the following general features.

Terrain. The forest is covered with thick underbrush and is made up of mostly birch and evergreen trees. Travel off of the game trails is difficult terrain.

The Trail. The trail is approximately 5ft wide although there are places where it crosses into a small clearing or widens to 10ft.

Weather. The weather is sunny and partly cloudy.

Light. It should still be daytime when the characters travers this forest. The foliage is not thick enough to reduce the light from bright daylight.

Smells and Sounds. The forest is alive with the sounds and smells of plant and animal life.

Did you see that?

A **quickling** fey was left behind to watch for intruders and report them to the Rashemi. His stealth is 18. Allow the characters to make active perception checks or use their passive as you think appropriate. If the characters don't spot the quickling he runs and warns the outer patrol and outer camp of the character's arrival in the forest.

If the quickling is spotted, read the following boxed text:

You see a tiny evil looking fey-like humanoid. He appears to be watching you from behind a tree. It's hard to make out his details as he seems to be moving in place extremely fast causing his features to blur. He's sees you looking at him, and it looks like he's about to bolt.

Roll initiative. The characters need to try and take him out before he gets away. He is 30 feet away through difficult terrain and has superior cover. On the quickling's turn, he double moves ignoring difficult terrain and is gone. If the quickling gets

away, the outer patrol and the main camp are notified of the characters' arrival in the forest.

Adjusting this Encounter

There are no adjustments to this encounter.

Treasure

The quickling has no treasure.



Outer Patrol (Optional Encounter A)

This encounter should only be used if there was no combat in Part 2 or time is not an issue. If there was combat in Part 2 or time is running short, use Optional Encounter B.

One of the witches along with some warriors is traveling through the Earthwood on their way to conduct more raids.

If the quickling was not neutralized, then he will warn this patrol of the characters' arrival. If the quickling was neutralized, then the characters meet the patrol on the trail.

If the patrol is forewarned, read the following boxed text. Give out **Player's Handout#4 Outer Patrol**

As you emerge from the tree line and into a large clearing, you see a large beast staring at you from the other side of the clearing.

If the patrol was not forewarned and the characters manage to surprise them, read the following boxed text.

Ahead on the trail you see a woman wearing leathers and a green hooded cloak with her face hidden behind a wooden mask with the visage of a sabre toothed tiger traveling with lightly armored warriors.

The woman is the witch Yuldra, and she knows that if the characters are here then they know about the Rashemi involvement. Consequently, she will do everything in her power to make sure the characters don't leave to let anyone know what the witches are doing.

The patrol consists of a **Rashemi Druid (See Sidebar)**, 3 **Berserkers** and 4 **scouts** (give the scouts greataxes instead of short swords. *Hit*: 8 (1d12 + 2) slashing damage).

Note: This encounter was built using the guidelines of the encounter builder in **Xanathar's guide to everything** assuming the following:

- Very Weak – Assumes 4 6th level characters
- Weak – Assumes 5 7th level characters
- Strong – Assumes 5 10th level characters
- Very Strong – Assumes 7 10 level characters

- Uber Strong – Assumes 5 14th level characters (This setting is for parties that are very well quipped and stronger than normal)

Adjusting this Encounter

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

- **Very Weak:** Replace the **Rashemi druid** with a **druid**. Remove 2 **berserkers** and add 5 **scouts** (give the scouts greataxes instead of short swords. *Hit*: 8 (1d12 + 2) slashing damage). Give the **druid** wild shape with a CR1 cap.
- **Weak:** Remove three **berserkers** and add 5 **scouts** (give the scouts greataxes instead of short swords. *Hit*: 8 (1d12 + 2) slashing damage).
- **Strong:** Add an **Archer** and one **scout**
- **Very Strong:** Add two **Archers**, remove 4 **scouts** and add 3 **Berserkers**.
- **Uber Strong:** Replace the **Rashemi Druid** with an **Archdruid**, remove the four **scouts** and add a **berserker**.

What is Rashemi Druid

I wanted the Rashemi you encounter to meet the expectation of the lore; unfortunately, there isn't any humanoid monsters that really meet that description with the proper challenge rating. Please use the following guidelines for running these monsters.

The Rashemi Druid - This is a modified version of the Archdruid. Use the following modifications to the Archdruid.

- Cap the spell level casting ability for the Archdruid to 6th level spells.
- Reduce the DC of her spells to 16, and make her spell attack roll a +7
- Cap the CR rating of the beast the druid can change into to CR 4.
- The druid cannot cast while in wild shape form.
- Reduce the druid's hit points to 88

Tactics

If the druid is high enough to cast Hallucinatory Terrain and was forewarned of the party's arrival, then she covers half the clearing in forested terrain to hide the Rashemi warriors behind total concealment. If the druid does not have Hallucinatory Terrain, then the warriors will hide in the woods and she will try to get close to a character by pretending to be a curious animal. If she gets close, she will initiate combat by attacking from surprise. Have her make a bluff check opposed by the character's insight.

Development

It's ok if the druid doesn't get away. If she does, then she will warn her sisters in the cave and escape into the woods to ride out the rest of the battle. If the characters are walking through the encounters, feel free to have her escape and join the outer camp's forces.

All the Rashemi warriors have backpacks that have Mulmaster and Damaran uniforms in them. This discovery should be sufficient evidence to satisfy the Damaran patrol leader's request.

Treasure

The druid and the berserkers have no treasure.

Conclusion

The trail ends on the crest of a hill. When the characters arrive, read the following boxed text.

As the trail takes you to the crest of a hill, you can see a camp of warriors down below. The camp is positioned around a large cave that is in the side of a box canyon. Off to the side of the camp is a tent with several poles that have bodies impaled on them. One of the bodies appears to be a man with a red robe like those worn by the Red Wizards. Next to the tent is a large, dark pond.

The camp is approximately 800ft downhill. The path runs through a field of heavy scrub and small trees. While you are looking down on the camp, you see a woman emerge from the cave and speak with another woman who emerges from the large tent. The woman from the cave appears to be wearing a mask.

Skip the next encounter and go to the conclusion of this chapter

Careful, there might be traps (Optional Encounter B)

Use this encounter if you are short on time, or you ran the combat in Part 2. This encounter happens when the characters crest a hill and look down on the final 800 ft. before the outer camp. If you use this encounter, read the following boxed text.

As the trail takes you to the crest of a hill, you can see a camp of warriors down below. The camp is positioned around a large cave that is in the side of a box canyon. Off to the side of the camp is a tent with several poles that have bodies impaled on them. One of the bodies appears to be a man with a red robe like those worn by the Red Wizards. Next to the tent is a large, dark pond.

The camp is approximately 800ft downhill. The path runs through a field of heavy scrub and small trees. While you are looking down on the camp, you see a woman emerge from the cave and speak with another woman who emerges from the large tent. The woman from the cave appears to be wearing a mask.

The woodsman has left many traps in the scrub along the 800ft decline. They are designed to slow down and debilitate the characters. They are also designed to be an early warning system.

Roll 1d6 and consult the list of traps below. Each character will encounter at least one trap. Each character must detect and avoid the trap they encounter, or they trigger it.

Roll 1-2. Falling Log - This is the Collapsing Roof trap re-flavored.

Detection and Disabling. **DC 15** to spot the trip wire. Use the character's Passive Perception unless they specify they are actively looking. **DC 15** to disable the trap.

Trigger. Trip wire.

Effect. If the trap is sprung a large log will swing down and collide with the character. The character must make a **DC 15** Dexterity saving throw or suffer 22 (4d10) bludgeoning damage on a failed save and half as much on a successful one.

Roll 3-4. Poison Dart - This is a modified version of the trap of the same name in the Dungeons Master's Guide.

Detection and Disabling. **DC 15** to spot the trap or a **DC 15** investigation if the character is actively looking.

Trigger. Trip wire.

Effect. +8 to hit for 2 (1d4) piercing damage. A character hit by the dart must make a Constitution Saving throw of **DC 15**, or suffer 22 (4d10) poison damage. The character takes half as much damage on a successful save.

Roll 5-6. Spiked Pit

Detection and Disabling. **DC 15** to spot the pit. Use the character's Passive Perception unless they specify they are actively looking.

Trigger. Step in the covered pit.

Effect. Characters who fail to spot the pit fall in and take 11 (2d10) piercing from spikes in the bottom. The character must then make a **DC 13** Constitution saving throw or take 22

(4d10) poison damage. The character takes half as much poison damage on a successful save.

There are a lot of traps. If the characters try to sneak down through the vegetation, each character will encounter one trap unless they specify that they are all walking in single file and only stepping where the previous person stepped.

Each trap was designed to make enough noise to alert the camp outside the cave if sprung.

These traps are supposed to be another obstacle to the character's attempts to sneak up on the outer camp.

The characters shouldn't have the opportunity to get any kind of rest between this encounter and Part 4 unless they have managed to maintain surprise.

Treasure

This encounter has no treasure

Chapter Conclusion

It should be relatively difficult for the characters to get to the edge of the outer camp without the occupants being alerted to their presence. If they manage to do so, award each character **300 exp**.

At this point the characters should be aware that the caravans are being attacked by the Rashemi, and that they were trying to blame it on Damara. It should also be obvious that there is no negotiating here. This next encounter will be a combat encounter.

If the characters want to head back and report the rashemi involvement without confronting them, remind them that the instructions were to stop them if they can.

Rewards

The characters earn the following reward if they got surprise on the outer camp.

Surprised Outer Camp: 300 exp each

Part 4. Outer Camp

Estimated Duration: 50 minutes

Once the characters have traversed the 500ft. slope to the edge of the outer camp, read the next section.

The Camp

The outer camp exists in a boxed in area. The only way into or out of it is the space the characters are approaching from.

If the characters managed to get through part 3 without giving themselves away, then they have taken the camp by surprise. Read the following description:

You see before you several fur tents with a large fire centered between every four of them. There are lightly armored warriors carrying great weapons and bows going about their daily business.

Off to the side of the cave you see a tent that is larger than the others, and decorated with bodies impaled on spears. On one spear is the impaled body of a red wizard. There is a large dark pond next to the large tent. A Hideous looking woman comes out of the tent and throws something that looks like an arm into the pool. Before the arm hits the pool, you see a large bulbous froglike head surface and shoot its tongue out and snatch the morsel.

If any of the characters tripped a trap or were spotted by the quickling, then the camp is on alert and there is no surprise. Read the following description:

You see before you several fur tents with a large fire centered between every four of them. There are lightly armored warriors forming a line facing your direction. They have obviously been alerted to your approach.

Off to the side of the cave you see a tent that is larger than the others, and decorated with bodies impaled on spears. On one spear is the impaled body of a red wizard. There is a large dark pond next to the large tent.

General Features

The camp has the following general features.

Terrain The terrain is even open ground except where noted on the map.

The Pond. The pond is astonishingly deep. It is deep enough to keep a huge creature completely submerged. The pond spills into a stream that heads into the forest.

Weather. The weather is sunny and partly cloudy.

Light. It should still be dusk when the characters get to this point. With the cliff and the trees blocking the setting sun, treat the camp as being in dim light.

Smells and Sounds. Fresh air and the sound of the forest and the waterfall are present.

The outer camp forces consist of the following creatures: seven **scouts** (give the scouts greataxes instead of shortwords. *Hit:* 8 (1d12 + 2) slashing damage), one **Green Hag** and one **banderhobb**.

Note: This encounter was built using the encounter builder in **Xanathar's guide to everything** assuming the following:

- Very Weak – Assumes 4 6th level characters
- Weak – Assumes 5 7th level characters
- Strong – Assumes 5 10th level characters
- Very Strong – Assumes 7 10 level characters
- Uber Strong – Assumes 7 12th level characters (This setting is for parties that are very well quipped and stronger than normal)

Adjusting this Encounter

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

- **Very Weak:** Replace the **banderhobb** with a **Giant Toad**, remove two **scouts**.
- **Weak:** remove one **scout**
- **Strong:** Replace the **green hag** with an **annis hag**. Remove 2 **scouts** and add a **berserker**.
- **Very Strong:** Add a **banderhobb**. Remove 2 **scouts** and add a **berserker**.
- **Uber Strong:** Replace the **banderhobb** with a **froghemoth**. Remove the seven **scouts** and add six **berserkers** and one **archer**.

Tactics

This is a straight up fight. The Rashemi are experienced in fighting casters and will avoid bunching up to reduce the impact of area affect spells. The hag and her creatures will attack with characteristic fey viciousness.

The fey and the Rashemi will fight till the death. None of them will attempt to go into the cave to warn the witches, for they know that the witches became aware once the characters entered the clearing.

The Rashemi's tents

In the various Rashemi warrior huts the characters will find Mulmaster and Damaran soldier uniforms as well as various treasures taken from their raids in Damara.

Treasure

Various treasures plundered from Damara – **1000gp in various art objects and coins.**

The Hag's Hut

When the characters enter the hag's tent, read the following boxed text.

The interior of the hag's hut is a gruesome site. Skulls, humanoid and animal body parts decorate the place. There are many jars of pickled tiny fey and organs shelved throughout the place. In the corner, you see a thin man wearing the robes of a Red Wizard in a cage that is too small to hold him comfortably.

The man looks at you and says: "get me out of here, and go in that cave and kill those vile Rashemi hags!".

The Thayan is **Azak Throm**. The characters may have met him in **DDEX2-5 Flames of Kythorn**. He's being held by the hag until the witches can torture him for information. He's managed to overhear a few things while being caged up here. Azak knows the following:

- The witches are raiding Damara and trying to blame it on Mulmaster
- They answer to another authority. He heard this other person referenced in a conversation with the hag once. He only knows that it's a she and she's called the Othlor.
- He thinks the witches have a portal in the back of the cave somewhere, and doesn't think they'll stick around if the characters spend too much out here. They're arrogant, but they aren't stupid.
- He thinks one of the famous Vremyonni is somewhere in the cave. He offers to give the

characters a magical treasure if they capture him and bring him back to Mulmaster with them.

Searching the hag's hut reveals several bottles of pickled human remains, pickled pixies, and 1 potion.

Treasure

Potion of Animal Friendship.

Development

It should be clear to the characters that the leaders of this force are in the cave. It should also be clear that taking a short rest here will mean that the witches will most likely escape through their portal taking their treasure and the vremyonni with them.

If the characters enter the cave immediately after a quick search of the huts and a short conversation with Azak, then the witches are arrogant enough to think they can still take them. If the witches think they are healing up and recharging their powers, they will escape through the portal.

Part 5. Face the Coven

Estimated Duration: 50 minutes

The Main Chamber

Now that the outer camp forces have been defeated, the characters must face the leaders of this force, the Rashemi Witches. They may have already faced Yuldra the druid, they must now face Lasharra the wizard, Shevarra the warlock, the leader of the warriors, and their woodsman.

The witches have wards placed around the camp that warns them if the outer camp is attacked. It is not possible to catch this force by surprise.

If the characters manage to get a look at the witches for some reason. Read the following boxed text:

You see in the room two women dressed in red and brown clothing wearing scarfs, bandanas and a lot of jewelry. The black haired one is wearing a broken mask that depicts a bird of prey. The silver haired one is wearing a mask that depicts a hag. Also in the room is a tall bearded warrior with a greatword and half-plate and a tall thin warrior in woodsman garb carrying a bow.

Guards and Wards

The witches are not without their wiles. For Strong, Very strong and Uber Strong encounters the witches have cast **Guards and Wards** on the entrance hallway, their chambers and the hallways into them. The hallways are totally obscured with a fog, but the occupants are unaffected by the effects of the spell. Also, the doors into their bed chamber and the room with the Vremyonni are both concealed with an illusion per the spell. The second square into the hallway leading into the witches' bed chamber has a suggestion spell on it as per the Guards and Wards spell. Read the description of the room for the conditions of the spell. Remember that casting dispel magic on one of the effects of Guards and Wards only removes that effect. To dispel any effect of the spell the characters have to beat a 6th level spell. The whole Guards and Wards spell cannot be dispelled at once (This is the rule interpretation of the author).

Guards and Wards is only to be used for **Strong, Very Strong** and **Uber Strong** encounters.

This encounter consists of the following creatures: one **Conjurer (Lasharra)**, one **Warlock of the**

Archfey (Shevarra), one **berserker (Chief)** and one **archer (Woodsman)**.

Note: This encounter was built using the encounter builder in **Xanathar's guide to everything**. This is supposed to be a hard encounter, so the target party level was set 2 levels higher.

- Very Weak – Assumes 4 8th level characters
- Weak – Assumes 5 9th level characters
- Strong – Assumes 5 12th level characters
- Very Strong – Assumes 7 12 level characters
- Uber Strong – Assumes 7 14th level characters

Adjusting this Encounter

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

- **Very Weak:** Remove the **Archer**. Replace the **Warlock of the Arch Fey** with a **Thayan Apprentice**. Replace the **conjurer** with an **enchanter**.
- **Weak:** Replace the **conjurer** with an **enchanter**.
- **Strong:** Replace the **conjurer** with an **evoker**. Add **Guards and Wards**
- **Very Strong:** Replace the **berserker** with a **knight**. Replace the **conjurer** with an **evoker**. Add **Guards and Wards**.
- **Uber Strong:** Replace the **conjurer** with an **archmage**, the **berserker** with a **knight** and add an **archer**.

Rashemi stats

I wanted the Rashemi you encounter to meet the expectation of the lore; unfortunately, there isn't any humanoid monsters that really meet that description with the proper challenge rating. Please use the following guidelines for running these monsters.

Knight - Re-flavor the plate as half-plate but leave the AC the same.

Tactics

The chief will drink his potion of growth and block the hallway leading into the main chamber while the witches and the woodsman blast the characters with spells and arrows. Remember that if the fog cloud effect of Guards and Wards is present then the witches and their allies can see the characters but the characters can't see them while they are in the fog.

If the chief is about to die, then the wizard will **polymorph** him into a large beast if she can. Her objective is to keep the party trapped in the hallway.

If the fog was dispelled from the corridor, then the wizard will cast **Greater Invisibility** on herself, so she can counterspell with impunity.

If Lasharra is a conjurer, she will start casting **conjure elemental** while the characters are fighting the forces outside. If she is able to get the spell to go off, the elemental will be hiding under the corridor into the main chamber. It will attack the characters from behind. If the characters did not achieve surprise on the outer camp, then this spell did go off.

The Warlock will hide behind the low 5-foot wall, so she has total cover when she isn't casting. She will also attempt to cast **Conjure Fey** to summon an Annis Hag to fight on their behalf. This spell has a casting time of 1 minute, so she will start casting when the characters are fighting the outside forces.

The witches will not sacrifice themselves here; however, they will sacrifice the chief and the woodsman. If the battle is lost or one of the witches dies, the other will make for the portal. They want to live to get their revenge on the characters another day. If any of the witches get away, then award the party the **Durthan's Curse** story award.

Treasure

The chief carries 2 **Potions of Growth** but he will use one potion once the characters are in the corridor. The Chief wears a belt with a golden buckle decorated like a stag worth **300gp**.

1 Potion of Growth

Golden Stag Belt Buckle 300 gp

The Witches' Sleeping Quarters

The passage leading into this chamber is only 5ft wide, and the second square into the passage has as **Suggestion** spell cast on it from the **Guards and Wards** spell. Any character that enters the square is subject to a Suggestion spell DC 16 that will give the command telepathically to turn around and keep walking in the opposite direction until the spell ends.

The chamber contains three beds and three foot lockers. There are no locks on the foot lockers, and they are not trapped.

Lasharra's footlocker has her spare clothes, her traveling spellbook, and a note addressed to her. The note states the following: "Continue with your raids in southern Damara, and do not get caught. We need to make it extremely hard for Thay to get their goods to their lands. Next, we'll start on Impilter. Those cowardly Hathrans will get our people killed and enslaved with their reluctance to act." There is no signature on the note, but it is clear evidence that

these witches are not acting on their own authority. This note can also be shown to the Damarans to satisfy their request for information.

In this chamber, the witches have a Teleportation Circle set up to take them back to their home. It requires a special passphrase that is only known to the three witches.

Treasure

Lasharra's traveling spellbook is in her footlocker.

Vremyonni's Lab

The passage into this chamber is only 5ft wide. Once the characters enter the room read the following boxed text:

When you enter the room, you see a middle-aged man sitting on a chair next to a work table. On the work table, you see a primal looking wooden mask decorated with blue runes and colorful feathers. Also in the room is a bed and a footlocker. The man is wearing black robes and has a long grey peppered beard. He seems very calm and confident despite knowing the fact that you would have had to defeat the witches and their warriors in order to get this far.

"Hello, you must be formidable warriors indeed to have been able to defeat the coven. How may I be of assistance to you?"

If the characters come in spells a-blazing, then the Vremyonni will surrender as soon as he thinks it's safe to do so. He will only use his spells to defend himself. He has the stats of an **Evoker**.

The Vremyonni's name is Sergi, and he is a prisoner of the witches and will not fight to help them. He will ask that the characters leave the mask with him and let him take it back to his people. His argument is that it is sacred to the Rashemi people. He knows the following:

- These witches do not represent the nation of Rashemen. They belong to a rebel sect called the Durthan that worship the dark fey. The Durthan are the antithesis to the Witches of Rashemen, and contest them for rulership of the country. He urgently wants to get back to his country, so he can warn the witches' council of what they are doing.
- The leader of these witches is named Lysharra. She threatened to hurt his grandchild if he didn't

agree to come with them and make magic items for them.

- He believes that these witches answer to another. He doesn't know who it is, but he believes it is a Rashemi witch of considerable power and possibly one of the Othlors.
- The mask on the table was going to be a magical mask he was making to replace Lasharra's mask that was damaged in the attack against the Thayan barge. He has not yet completed the final enchantments that make it work; however, the mask is of exquisite quality and more valuable than the masks the other witches were wearing.

Treasure

The wooden mask on the table is a magical mask created by the Vremyonni for Lysharra.

This mask is made of a rare wood that exists only in the Feywild. It decorated with blue runes and exotic feathers. The mask is not magical, but it is worth **500gp** to a collector. The Rashemi will consider anyone who possesses one of these masks an enemy of the Rashemi people.

Non-magical Wychlaran mask: 500gp

Development

Once the characters have defeated the witches, they have some decisions to make. Whether any of the witches got away or not doesn't modify these decisions.

- Do they take the mask? The Vremyonni will ask that he be allowed to take the mask home with him. He will tell the party that there will be a reward for letting him take it home, but he doesn't know what it will be yet as that is not his decision to make. He will also stress that taking the mask will incur the wrath of the Wychlaran. If the characters don't take the mask and let the Vremyonni go, read the **Unexpected Visitor** section in the Epilogue, and they earn the **Friend of Rashemen** story award. If the characters keep the mask despite the Vremyonni's warning but let him go, then read the **Now you did it** section, and they earn the **Enmity of the Wychlaran** story award.
- Do they let the Vremyonni go or turn him over to Thay? The characters can choose to let the Vremyonni go, or they can take him prisoner and take him back to the Tower of Arcane Might. If they take the wizard prisoner and turn him over to the Cloaks with the intent of turning him over to Thay, they will earn the story award **Ally**

of Thay as well as **Enmity of the Wychlaran**. Read the **What were you thinking** section to close the mod.

- Do they return to Damara and tell the Damarans who was behind the raids? If the characters return to Damara and show them the note from the unknown person to Lysharra or the uniforms from the berserkers' huts, then the Damarans will reward them **500 gp**.
- Did any of the witches get away? Try to let at least one of the witches escape. If the druid encounter is not run, or one of the witches escapes the characters earn **The Durthans' Curse** story award.

Part 6. Epilogue

Estimated Duration: 20 minutes

There are several possible ends. Which one you use will depend on the choices made by the players.

Unexpected Visitor

This section only applies if the characters rescued the Vremyonni and let him go.

Upon your return to the Cloak Tower, you are ushered into the same secluded room where you received your briefing. You don't have long to wait this time however. Nelvon enters with a large bag of gold and greets you.

"Hello adventurers. I've been tracking your progress and see you were quite successful in discovering who was behind the attacks. You did a good job. Thank you. I have brought your payment as promised.

I would also like to say you showed good judgment in letting the male wizard return to his people. The Rashemi Witches are not people you want fighting against you.

Now that our business is concluded, I believe you have another visitor to see. It appears you still have unfinished business with the Rashemi. Please follow me".

With that said, Nelvon leads you into the room next door. He opens the door and you see a beautiful drow female holding a bundle of blue cloth turn to greet you. She says: "Hello adventurers. You may call me **Lady Vandree**. I'm here as a friend and representative to the Rashemi people. They owe you a debt of gratitude and would like to pay up."

She then holds out the bundle of cloth and says "This is a cloak of Displacement. It is made from the hide of one of the displacer beasts that roam the Feywild. This cloak is given to you as a gift for the respect you showed in returning the mask, rescuing the Vremyonni and then letting him go."

Give the characters **Players Handout #6**.

Lady Vandree won't entertain questions about who she is or how she came be a representative of the Rashemi Witches. She will only say that her relationship with the witches is one of mutual trust.

She will caution the characters about being ever watchful of these witches. She warns them that they may be scrying them. She also uses minor illusion to show the characters what the witches

looklikebehind their masks. Give the players **Player's Handout #5**.

Once she delivers the cloak, she will Teleport away after a final statement. "Goodbye friends, know that you have made friends of the Rashemi people.

Treasure

Cloak of Displacement

Mission Payment: 1000 gp

Mission complete.....somewhat

This section only applies if the characters discover the witches are behind the attacks, but don't defeat them.

Upon your return to the Tower of Arcane Might, you are ushered into the same secluded room where you received your briefing. Once again you have to wait a long time for your host. Nelvon enters with a large bag of gold and an unhappy expression on his face.

He says: "Hello adventurers. I've been tracking your progress and see you were quite successful in discovering who was behind the attacks. Good job with that, but I was kind of hoping for a bit more follow through. I guess your reputation preceded you a little too far." I thank you for your work. You may go.

Nelvon has no more to say to the characters; in fact, he turns his back on them and leaves.

Treasure

Nelvon pays the characters as promised.

Mission Payment: 1000 gp

Now you did it

This section only applies if the characters kept the mask but let the Vremyonni go.

Upon your return to the Tower of Arcane Might, you are ushered into the same secluded room where you received your briefing. Once again you must wait a long time for your host. Nelvon enters with a large bag of gold and an unhappy expression on his face.

He says: "Hello adventurers. I've been tracking your progress and see you were quite successful in discovering who was behind the attacks. Good job with that, but I don't think you showed very good judgement in keeping the mask. The Rashemi Witches are not ones to trifle with, but I expect you'll be learning that soon enough.

Our business is concluded. You may go."

Nelvon has no more to say to the characters; in fact, he turns his back on them and leaves.

What were you thinking

This section applies if the characters took the Vremyonni prisoner and brought him back to Mulmaster.

Your walk through the city to the Tower of Arcane Might is the subject of much ogling. Your alliance with Thay is obvious as you have the captured vremyonni and Azak traveling with you. Some of the people spit at you and call you undead lovers, while others throw flowers at your feet and call you heroes. When you get to the Tower of Arcane Might, you are quickly ushered into a room deep in the lower levels of the tower. Azak does not travel with you beyond this point. It feels almost like you are being taken to the dungeons. When the door opens, you are greeted not by Nelvon DeJuan but by Rastol Shan himself.

Rastol Shan turns his masked face towards you and says: "What complete lapse of sound judgement compelled you to bring the Vremyonni back here? War with Rashemen is not something we want right now, nor do we want Thay to have the secrets that are locked within the head of this wizard."

Rastol Shan hands over the payment and says: "Take your payment". He then hands over a cloth bundle and says: "I will take charge of the wizard. Here is the magical item that was promised you by Azak. Your services are no longer required. Take it and go"

You do not know the fate of the Vremyonni wizard. Was he turned over to Thay, or did something else happen? Some questions may never get answered.

Treasure

Rastol Shan pays the characters as promised.

Cloak of Displacement

Mission Payment: 1000 gp

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
Sildar Hallwinter	200
Thayan Apprentice	450
Captain Othelstan	1800
Blackguard	3900
Guard	25
Veteran	700
Mage	2300
Knight	700
Priest	450
Scout	100
Conjurer	2300
Evoker	5000
Archmage	8400
Quickling	200
Berserker	450
Archer	700
Rashemi Druid	2300
Archdruid	8400
Druid	450
Annis Hag	2300
Green Hag	700
Banderhobb	1800
Froghemoth	5900
Warlock of the Archfey	1100
Enchanter	1800

Non-Combat Awards

Task or Accomplishment	XP Per Character
Befriended Damaran Patrol	300 exp
Surprised Outer Camp:	300 exp

The **minimum** total award for each character participating in this adventure is **3000 experience points**.

The **maximum** total award for each character participating in this adventure is **9000 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
Mission Payment	1000
Damaran patrol leader signet ring	50
Damaran patrol various coins	75
Outer Camp various art objects	1000
Golden stag belt buckle	300
Damaran reward for info	500
Non-magical Wychlaran mask	500

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*.

The character will only receive one of the following two permanent magic items. The item they get is determined by the choice they make in Part 4.

Cloak of Displacement

Wondrous Item, rare

This item is a cloak made from a rare cloth found only in the Feywild. It is covered in blue runes. While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

Player Handout 3.

Potion of Growth

Potion, uncommon

When you drink this potion, you gain the “enlarge” effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion’s liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

Potion of Animal Friendship

Potion, uncommon

When you drink this potion, you can cast the animal friendship spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

These items can be found in the *Dungeon Master’s Guide*.

Lasharra’s Traveling spellbook

This is a typical traveling spellbook as described in the Player’s Handbook.

1st level (4 slots): absorb elements, mage armor, magic missile, tenser’s floating disk, alarm

2nd level (3 slots): mirror image, misty step, shatter

3rd level (3 slots): counterspell, fireball, lightning bolt, water breathing, Leomund’s tiny hut.

4th level (3 slots): ice storm, stoneskin, greater invisibility

5th level (2 slots): Bigby’s hand, cone of cold, rary’s telepathic bond

6th level (1 slot): chain lightning, guards and wards

Story Awards

During the course of this adventure, the characters may earn the following story award: More information can be found in **Player Handout 2**

Ally of Thay. You are known to be an ally of the Thayan Plateau, whether you want to or not. You have advantage on Charisma-based checks with Red Wizards and other non-slaves from Thay.

Friend of Rashemen. You have earned the respect and regard of the Rashemi people by rescuing the Vremyonni and retuning the wychlaran mask. You have advantage on all social checks with the people of Rashemen if they know your name and what you did.

Durthan’s Curse. You have been marked by the evil Durthan. As long as either Lasharra, Yuldra or Shevarra are alive, they will be able scry you and will do so unless you take precautions to prevent it. If you are not able to prevent the scrying, your party will have disadvantage on all initiative checks in combats that involve any of the mentioned witches or any of their minions. You are also at a disadvantage on stealth checks to surprise the witches or their minions. This story award gets removed when all three witches are dead.

Enmity of the Wychlaran. You have offended the secretive order of Rashemi witches by either taking the Vremyonni back to Mulmaster or keeping the wychlaran mask or both. You have disadvantage on all social checks with the people of Rashemen if they know your name and what you did. If discovered within the lands of Rashemen, you will be captured and put to death.

Renown and Downtime

Each character receives **one renown** and **10 downtime days** after this adventure.

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. Featured NPCs

The following NPCs are featured prominently in this adventure:

Rastol Shan. *Damaran human, Male, Leader of the brotherhood of the cloaks*

Rastol Shan is a mysterious figure in Mulmaster. He always appears in public wearing a mask to hide his features. He is the leader of the Brotherhood of the Cloaks and a very powerful wizard.

Dar'lon Ma. *Mulan human, Male, Zulkir of Enchantment*

Dar'lon Ma is a large well-built man. He keeps his head bald and covered in tatoos in the typical Thayan tradition. His jovial persona can be misleading making people forget that he is a high-ranking member of Thay and the Thayan representative in Mulmaster.

Nelvon DeJuan. *Damaran human, Male, Senior member of the brotherhood of the cloaks*

Nelvon DeJuan is a man who appears to be in his middle years. He is dark of hair and dark of eyes with a slight build. He is a powerful wizard, and he does not banter or mince words.

Azak Throm. *Mulan Human, Male, Thayan Red Wizard*
Azak Throm was Thayan spy before Dar'lon Ma arrived. He has since been demoted to performing menial duties such as caravan guard duty.

Knight Captain Igan Dotsk. *Damaran human, Male, Leader of the Damaran patrol*

Igan has a long mustache, brown eyes and the face of a man of the outdoors. Ser Igan is a no-nonsense noble who leads by example. His men worship him, and will die for him. He is a devout of Torm and will fight to the death to protect his country.

Shevarra. *Rashemi human, Female, Wychlaran Warlock of the Archfey*

Shevarra's age is hard to determine. She was found as a young girl on the edges of one of the sacred forests in Rashemen. She has strong ties with the fey, and it is believed that she serves a powerful hag from the Feywild. Her connection to the Feywild is obvious as her features have started to show an elvish appearance with pointed swept back ears, beautiful platinum hair and bright green eyes even though she is pure human. This fact alone has gained her a lot of respect amongst

her people. She wears a hideous mask that resembles a hag.

Lasharra. *Rashemi human, Female, Wychlaran wizard*

Lasharra is a stern woman in her middle years with piercing blue eyes. She has wild black hair that she keeps in check with a cloth bandana and is often seen smoking a pipe. Like all true Durthan she craves power, and she will sacrifice anything or anyone to get it. She usually wears a mask of a bird of prey, but it was damaged in the latest flotilla ambush.

Yuldra. *Rashemi human, Female, Wychlaran Druid*

Yuldra is the youngest of the witches of the coven yet she has risen as a druid of considerable power. She is an energetic woman with dark red hair and bright blue eyes. Like Shevarra, she has strong ties to the forests and the animals of Rashemen. Yuldra thrives on the savageness of the wild. She would often take innocent young animals and feeds them to older predators to watch them make the kill. She would do that to captured Thayans or other non-Rashemi as well. Yuldra likes to wear predator masks. This time she has one with the image of a sabre toothed tiger.

Lady Vandree. *Menzoberranzan Drow, Female, Drow Wychlaran*

This beautiful drow female is also known as Liriel Baenre. She is the daughter of Gromph Baenre who was the archmage of Menzoberranzan before the events of Out of the Abyss. She is an accomplished wizard. Before the Spellplague, Liriel formed a relationship with a Rashemi berserker who named her his Wychlaran. Together they helped the Rashemi people, and she earned their respect and trust.

Appendix. Monster/NPC Statistics

Encounter Part 2

Sildar Hallwinter (Damaran Soldiers)

Medium humanoid (Damaran Human), LN

Armor Class 16 (chainmail)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Saving Throws Str +3, Con +3

Senses passive Perception 12

Skills Perception +2

Languages Common, Damaran

Challenge 1 (200 XP)

Actions

Multiattack. Sildar makes two melee attacks

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 3) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Reactions

Parry. When an attacker hits Sildar with a melee attack and Sildar can see the attacker, he can roll 1d6 and add the number rolled to his AC against the triggering attack, provided that he's wielding a melee weapon.

Guard (Damaran Soldiers)

Medium humanoid (Damaran Human), LN

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 Common, Damaran

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Veteran

Medium humanoid (Damaran Human), LN

Armor Class 19 (splint + shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Senses passive Perception 12

Skills Athletics +5, Perception +2

Languages Common, Damaran

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Captain Othelstan (Knight Captain Igan Dotsk)

Medium humanoid (Damaran Human), LG

Armor Class 19 (Splint, Shield)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	13 (+1)	14 (+2)	12 (+1)

Saving Throws Str +7, Con +6

Senses passive Perception 15

Skills Athletics +7, Perception +5, Intimidation +4, Religion +4

Languages Common, Damaran

Challenge 5 (1800 XP)

Action Surge (Recharges when Othelstan finishes a short or long rest). On his turn, Othelstan can take one additional action.

Tiamat's Blessing of Retribution (re-flavored as Torm's Blessing). When Othelstan takes damage that reduces him to 0 hit points, he immediately regains 20 hit points. If he has 20 hit points or fewer at the end of his next turn, he dies.

Actions

Multiattack. Othelstan attacks twice with his longsword or spear, or makes two ranged attacks with his spears.

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

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Knight (Knight Captain Igan Dotsk)

Medium humanoid (Damaran Human), LG

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Wis +2, Con +4

Senses passive Perception 10

Languages Common, Damaran

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see

within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

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

Blackguard (Knight Captain Igan Dotsk)

Medium humanoid (Rashemi Human), LG

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +5

Senses passive perception 12

Skills Athletics +7, Deception +5, Intimidation +5

Languages Common, Damaran

Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared.

1st level (4 slots): command, protection from evil and good, thunderous smite

2nd level (3 slots): branding smite, find steed

3rd level (2 slots): blinding smite, dispel magic

Actions

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Dreadful Aspect (Recharges after a short or long rest) The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet

away from the blackguard, the target can repeat the saving, ending the effect on itself on a success.

Thayan Apprentice (Damaran Wizard)

Medium Humanoid (Damaran Human), LN

Armor Class 15 (natural armor plus *Mage Armor*)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	13 (+1)	11 (+0)

Senses passive Perception 11

Skills Arcana +4

Languages – Common, Damaran, Chondathan,

Challenge 2 (450 XP)

Abilities

Doomvault Devotion: Within the Doomvault, the apprentice has advantage on saving throws against being charmed or frightened.

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

Cantrips (at will): Fire bolt, mage hand, shocking grasp, prestidigitation

1st level (4 slots): mage armor, burning hands, magic missile

2nd level (3 slots): Blur, scorching ray

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Conjurer (Damaran Wizard)

Medium Humanoid (Damaran Human), LN

Armor Class 15 (natural armor plus *Mage Armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Senses passive Perception 11

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Languages – Common, Damaran, Chondathan, Draconic, Abyssal

Challenge 6 (2300 XP)

Spellcasting. The conjurer is a 9th-level spellcaster. Its spellcasting ability is intelligence (spell save DC 14, +6 to hit with spell attacks). The conjurer has the following wizard spells prepared:

Cantrips (at will): acid splash, mage hand, poison spray, prestidigitation

1st level (4 slots): mage armor, magic missile, absorb elements

2nd level (3 slots): cloud of daggers*, misty step*, web*

3rd level (3 slots): fireball, counterspell

4th level (3 slots): Evard's black tentacles*, stonewall

5th level (2 slots): cloudkill*, conjure elemental*

*Conjuration spell of 1st level or higher

Benign Transportation (Recharges after the Conjurer Casts a Conjunction Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Priest (Damaran Priest)

Medium Humanoid (Damaran Human), LN

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 +5)

Speed 30 ft.

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

Senses passive Perception 13

Skills: Medicine +7, Religion +3 and Persuasion +3

Languages – Common, Damaran, Celestial and Chondathan

Challenge 2 (450 XP)

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to

hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, spare the dying

1st level (4 slots): guiding bolt, healing word, cure wounds

2nd level (3 slots): zone of truth, spiritual weapon

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

Actions

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

Encounter Part 3

Quickling

Tiny Fey, CE

Armor Class 16

Hit Points 10 (3d4 +3)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	13 (+1)	10 (+0)	12 (+1)	7 (-2)

Senses darkvision 60ft., passive perception 15

Skills Acrobatics +8, Perception +5, Slight of Hand +8, Stealth +8

Languages Common, Sylvan

Challenge 1 (200 XP)

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

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

Actions

Multiattack. The quickling makes three dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4+6) piercing damage.

Berserker

Medium humanoid (Rashemi Human), CN

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	10 (+0)	9 (-1)

Senses passive perception 10

Languages Common, Rashemi

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that

turn, but attack rolls against it have advantage until the start of its next turn.

Actions

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

Archer

Medium humanoid (Rashemi Human), CN

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Senses passive perception 15

Skills Acrobatics +6, Perception +5

Languages Common, Rashemi

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack . The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target. *Hit:* 7 (1d6+4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft, one target. *Hit:* 8 (1d8+4) piercing damage.

Scout

Medium humanoid (Rashemi Human), CN

Armor Class 13 (studded leather)

Hit Points 16 (3d8 +3)

Speed 30 ft.

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

Senses passive perception 15

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

Languages Common, Rashemi

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

Challenge 1/2 (100 XP)

Actions

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

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

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

Archdruid (Yuldra)

Medium Humanoid (Rashemi Human), NE

Armor Class 16 (hide armor and shield)

Hit Points 132 (24d8 +24)

Speed 30 ft.

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

Senses passive Perception 19

Saving Throws Int +5, Wis +9

Skills: Medicine +8, Nature +5, Perception +8

Languages – Common, Rashemi, and Sylvan

Challenge 12 (8400 XP)

Spellcasting. The archdruid is an 18th-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, shillelagh, poison spray, produce flame

1st level (4 slots): cure wounds, entangle, faerie fire, speak with animals

2nd level (3 slots): animal messenger, beast sense, hold person

3rd level (3 slots): conjure animals, meld into stone, water breathing

4th level (3 slots): dominate beast, hallucinatory terrain, stoneskin, wall of fire

5th level (3 slots): commune with nature, mass cure wounds, treestride

6th level (1 slot): heal, heroes' feast, sunbeam

7th level (1 slot): fire storm

8th level (1 slot): animal shapes

9th 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 a challenge rating of 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.

Druid (Yuldra)

Medium Humanoid (Rashemi Human), NE

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 +5)

Speed 30 ft.

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

Senses passive Perception 14

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

Languages – Common, Rashemi, and Sylvan

Challenge 2 (450 XP)

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

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

1st level (4 slots): cure wounds, entangle, faerie fire, speak with animals

2nd level (3 slots): Moonbeam, pass without trace

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with shillelagh or if wielded with two hands.

Encounter Part 4 (Outer Camp)

Berserker

Medium humanoid (Rashemi Human), CN

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	10 (+0)	9 (-1)

Senses passive perception 10

Languages Common, Rashemi

Challenge 2 (450 XP)

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

Actions

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

Archer

Medium humanoid (Rashemi Human), CN

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Senses passive perception 15

Skills Acrobatics +6, Perception +5

Languages Common, Rashemi

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack . The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target. *Hit:* 7 (1d6+4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft, one target. *Hit:* 8 (1d8+4) piercing damage.

Scout

Medium humanoid (Rashemi Human), CN

Armor Class 13 (studded leather)

Hit Points 16 (3d8 +3)

Speed 30 ft.

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

Senses passive perception 15

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

Languages Common, Rashemi

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

Challenge 1/2 (100 XP)

Actions

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

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

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

Annis Hag

Large Fey, CE

Armor Class 17 (natural armor)

Hit Points 75 (10d10 +20)

Speed 40 ft.

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

Senses darkvision 60 ft., passive perception 15

Saving Throws Con +5

Skills Deception +5, Perception +5

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

Languages Common, Sylvan, Giant

Challenge 6 (2300 XP)

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

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

Actions

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

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

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

Crushing Hug. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 36 (9d6+5) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until the grapple ends, the target takes 36 (9d6+5) bludgeoning damage at the start of each of the hag's turns. The hag can't make attacks while grappling a creature in this way. effect ends for it, the creature is immune to the hag's Maddening Feast for the next 24 hours.

Green Hag

Medium Fey, CE

Armor Class 17 (natural armor)

Hit Points 82 (11d8 +33)

Speed 40 ft.

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

Senses darkvision 60 ft., passive perception 14

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

Languages Common, Sylvan, Draconic

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:

At will: dancing lights, minor illusion, vicious mockery

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

Actions

Claw. *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 changes wrought by this effect fail to hold up to physical inspection. 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.

Giant Toad

Large Beast, unaligned

Armor Class 11 (natural armor)

Hit Points 39 (6d10 +6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Senses darkvision 30 ft., passive perception 10

Amphibious The giant toad can breathe air and water

Standing Leap The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage, and the target is grappled (escape DC 13). The target is restrained, and the toad can't bite another target until the grapple ends.

Swallow. The giant toad bites one medium or smaller target the toad is grappling. If it hits, the target is swallowed and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the giant toad and it takes 10 (3d6) acid damage at the start of each of the giant toad's turns. The giant toad can have only one

target swallowed at a time. If the giant ice toad dies, the swallowed creature is no longer restrained, and it can escape the corpse using 5 feet of movement exiting prone.

Banderhobb

Large Monstrosity, NE

Armor Class 15 (natural armor)

Hit Points 84 (8d10 +40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	11 (+0)	14 (+2)	8 (-1)

Senses darkvision 120 ft., passive perception 12

Skills Athletics +8, Stealth +7

Condition Immunities charmed, frightened

Languages Understands common and the language of its creator, but it can't speak

Challenge 5 (1800 XP)

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object if it is within 1 mile of the banderhobb.

Shadow Stealth. While in dim light or darkness, the banderhobb can take the Hide action as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (5d6+5) piercing damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the banderhobb can't use its bite attack or tongue attack on another target.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 10 (3d6) necrotic damage, and the target must make a DC 15 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the banderhobb, which can use a bonus action to make a bite attack against the target.

Swallow. The banderhobb makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the banderhobb and it takes 10 (3d6)

necrotic damage at the start of each of the banderhobb's turns. A creature reduced to 0 hit points in this way stops taking necrotic damage and becomes stable. The banderhobb can have only one target swallowed at a time. While the banderhobb isn't incapacitated, it can regurgitate the creature at any time (no action required) in a space within 5 feet of it. The creature exits prone. If the banderhobb dies, it likewise regurgitates a swallowed creature.

Shadow Step. The banderhobb magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make a bite or tongue attack.

Froghe moth

Huge Monstrosity, Unaligned

Armor Class 14 (natural armor)

Hit Points 184 (16d12 +80)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12(+1)	5 (-3)

Senses darkvision 60 ft., passive perception 19

Saving Throws Con +9, Wis +5

Skills Perception +9, Stealth +5

Damage Resistances fire, lightning

Languages --

Challenge 10 (5900 XP)

Amphibious. The froghe moth can breathe air and water.

Shock Susceptibility. If the froghe moth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

Actions

Multiattack. The froghe moth makes two attacks with its tentacles. It can also use its tongue or bite.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the froghe moth can't use this tentacle on another target. The froghe moth has four tentacles.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 22 (3d10+6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 10 (3d6) acid damage at the start of each of the froghemoth's turns. The froghemoth's gullet can hold up to two creatures at a time. If the Froghemoth takes 20 damage or more on a single turn from a creature inside it, the Froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. The Froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action.

Encounter Part 4 (Main Chamber)

Knight (Chief)

Medium humanoid (Rashemi Human), LN

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Wis +2, Con +4

Senses passive Perception 10

Languages Common, Rashemi

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Berserker (Chief)

Medium humanoid (Rashemi Human), CN

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	10 (+0)	9 (-1)

Senses passive perception 10

Languages Common, Rashemi

Challenge 2 (450 XP)

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

Actions

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

Archer (Woodsmen)

Medium humanoid (Rashemi Human), CN

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Senses passive perception 15

Skills Acrobatics +6, Perception +5

Languages Common, Rashemi

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack . The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target. *Hit:* 7 (1d6+4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft, one target. *Hit:* 8 (1d8+4) piercing damage.

Evoker (Lasharra)

Medium Humanoid (Rashemi Human), NE

Armor Class 15 (natural armor plus *Mage Armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Senses passive Perception 11

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Languages – Common, Rashemi, Sylvan, Draconic, Mulan

Challenge 9 (5000 XP)

Spellcasting. The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): fire bolt*, light*, prestidigitation, ray of frost*

1st level (4 slots): absorb elements, mage armor, magic missile*, shield

2nd level (3 slots): mirror image, misty step

3rd level (3 slots): counterspell, fireball*, lightning bolt*

4th level (3 slots): Polymorph, greater invisibility

5th level (2 slots): Bigby's hand*, cone of cold*

6th level (1 slot): chain lightning*, Guards and Wards

*Evocation spell

Sculpt Spells. When the evoker casts an evocation spell that forces other creatures it can see to make a saving throw, it can choose a number of them equal to 1+the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

Actions

Quarterstaff. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

Conjurer (Lasharra)

Medium Humanoid (Rashemi Human), NE

Armor Class 15 (natural armor plus *Mage Armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Senses passive Perception 11

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Languages – Common, Rashemi, Sylvan, Draconic, Mulan

Challenge 6 (2300 XP)

Spellcasting. The conjurer is a 9th-level spellcaster. Its spellcasting ability is intelligence (spell save DC 14, +6 to hit with spell attacks). The conjurer has the following wizard spells prepared:

Cantrips (at will): acid splash, mage hand, poison spray, prestidigitation

1st level (4 slots): mage armor, magic missile, absorb elements, shield

2nd level (3 slots): cloud of daggers, misty step*

3rd level (3 slots): fireball, counterspell

4th level (3 slots): Polymorph, greater invisibility

5th level (2 slots): cloudkill*, conjure elemental*

*Conjuration spell of 1st level or higher

Benign Transportation (Recharges after the Conjurer Casts a Conjuration Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Enchanter (Lasharra)

Medium Humanoid (Rashemi Human), NE

Armor Class 15 (natural armor plus *Mage Armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Senses passive Perception 11

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Languages – Common, Rashemi, Sylvan, Draconic, Mulan

Challenge 5 (1800 XP)

Spellcasting. The conjurer is a 9th-level spellcaster. Its spellcasting ability is intelligence (spell save DC 14, +6 to hit with spell attacks). The conjurer has the following wizard spells prepared:

Cantrips (at will): acid splash, mage hand, poison spray, prestidigitation

1st level (4 slots): shield, mage armor, magic missile, absorb elements
2nd level (3 slots): hold person, suggestion
3rd level (3 slots): fireball, haste, counterspell
4th level (3 slots): polymorph, greater invisibility
5th level (2 slots): hold Monster

Actions

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

Archmage (Lasharra)

Medium Humanoid (Rashemi Human), NE

Armor Class 15 (natural armor plus *Mage Armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Senses passive Perception 12

Saving Throws Int +9, Wis +5

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing and slashing (from stonewood)

Languages – Common, Rashemi, Sylvan, Draconic, Mulan, plus 2 others

Challenge 12 (8400 XP)

Magic Resistance. The archmage has advantage on saves vs spells and other magical effects.

Spellcasting. The Rashemi Archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The Archmage can cast disguise self and invisibility at will and has the following wizards spells prepared:

Cantrips (at will): fire bolt, light, mage hand, shocking grasp, prestidigitation

1st level (4 slots): mage armor, magic missile, detect magic, shield

2nd level (3 slots): detect thoughts, misty step, mirror image

3rd level (3 slots): lightning bolt, fly, counterspell

4th level (3 slots): banishment, greater invisibility, fire shield

5th level (3 slots): cone of cold, scrying, wall of force

6th level (1 slot): Guards and Wards

7th level (1 slot): teleport

8th level (1 slot): incendiary cloud

9th level (1 slot): wish

Actions

Quarterstaff. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

Warlock of the Archfey (Shevarra)

Medium Humanoid (Rashemi Human), NE

Armor Class 14 (natural armor plus *Mage Armor*)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)	18 (+4)

Senses passive Perception 11

Saving Throws Wis +3, Cha +6

Skills Arcana +2, Deception +6, Nature +2, Persuasion +6

Condition Immunities charmed

Languages – Common, Rashemi, Sylvan

Challenge 4 (1100 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: disguise self, mage armor (self only), silent image, speak with animals

1/day: conjure fey

Spellcasting. The warlock is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): dancing lights, eldritch blast, friends, mage hand, minor illusion, prestidigitation, vicious mockery

1st-5th level (3 5th-level slots): hex, charm person, dimension door, dominate beast, faerie fire, fear, hold monster, misty step, phantasmal force, seeming, sleep

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the warlock turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Thayan Apprentice (Shevarra)

Medium Humanoid (Rashemi Human), NE

Armor Class 15 (natural armor plus *Mage Armor*)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	13 (+1)	11 (+0)

Senses passive Perception 11

Skills Arcana +4

Languages – Common, Rashemi, Chondathan,

Challenge 2 (450 XP)

Abilities

Doomvault Devotion: Within the Doomvault, the apprentice has advantage on saving throws against being charmed or frightened.

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

Cantrips (at will): Fire bolt, mage hand, shocking grasp, prestidigitation

1st level (4 slots): mage armor, burning hands, magic missile

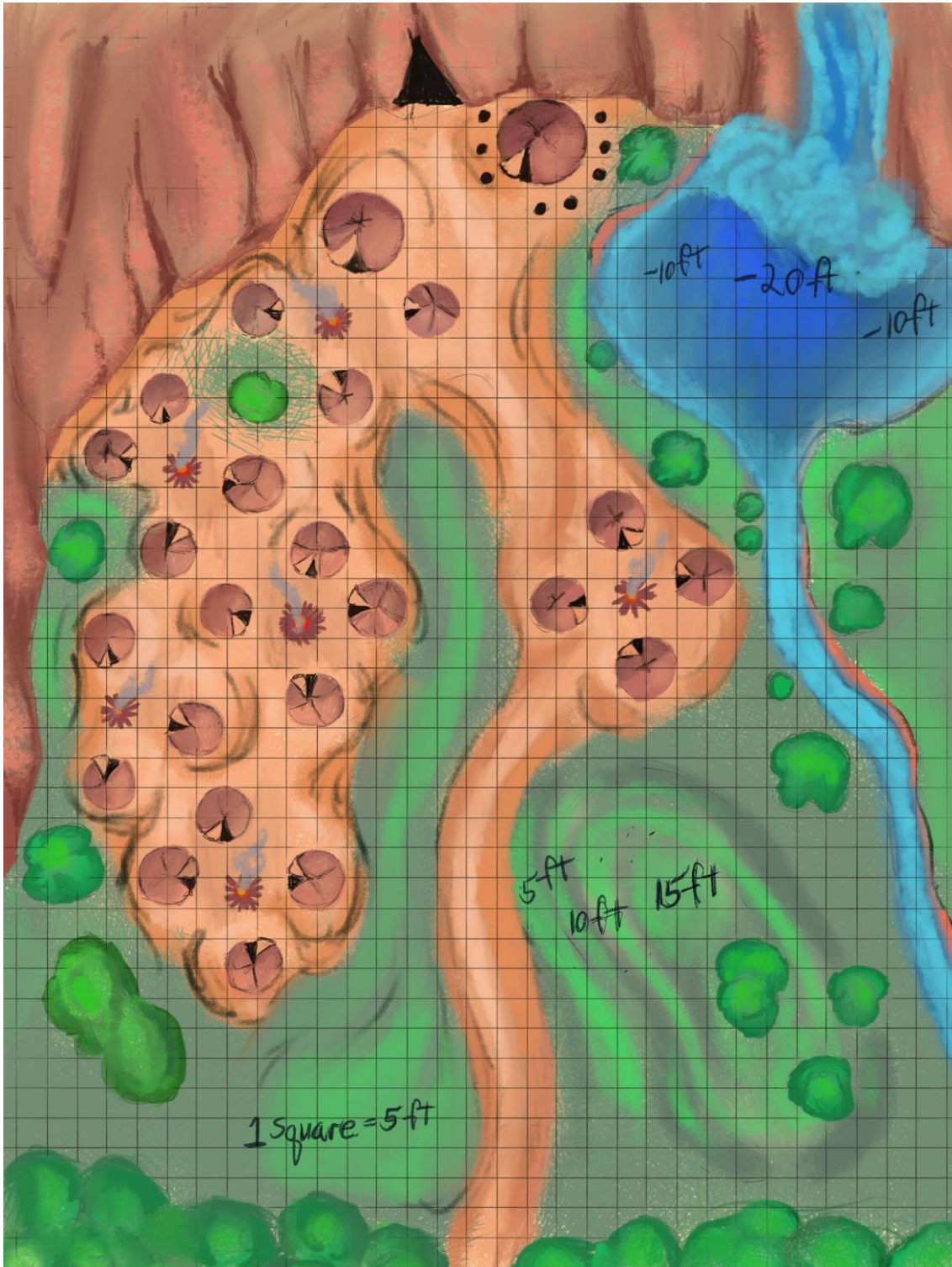
2nd level (3 slots): Blur, scorching ray

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Appendix. Map

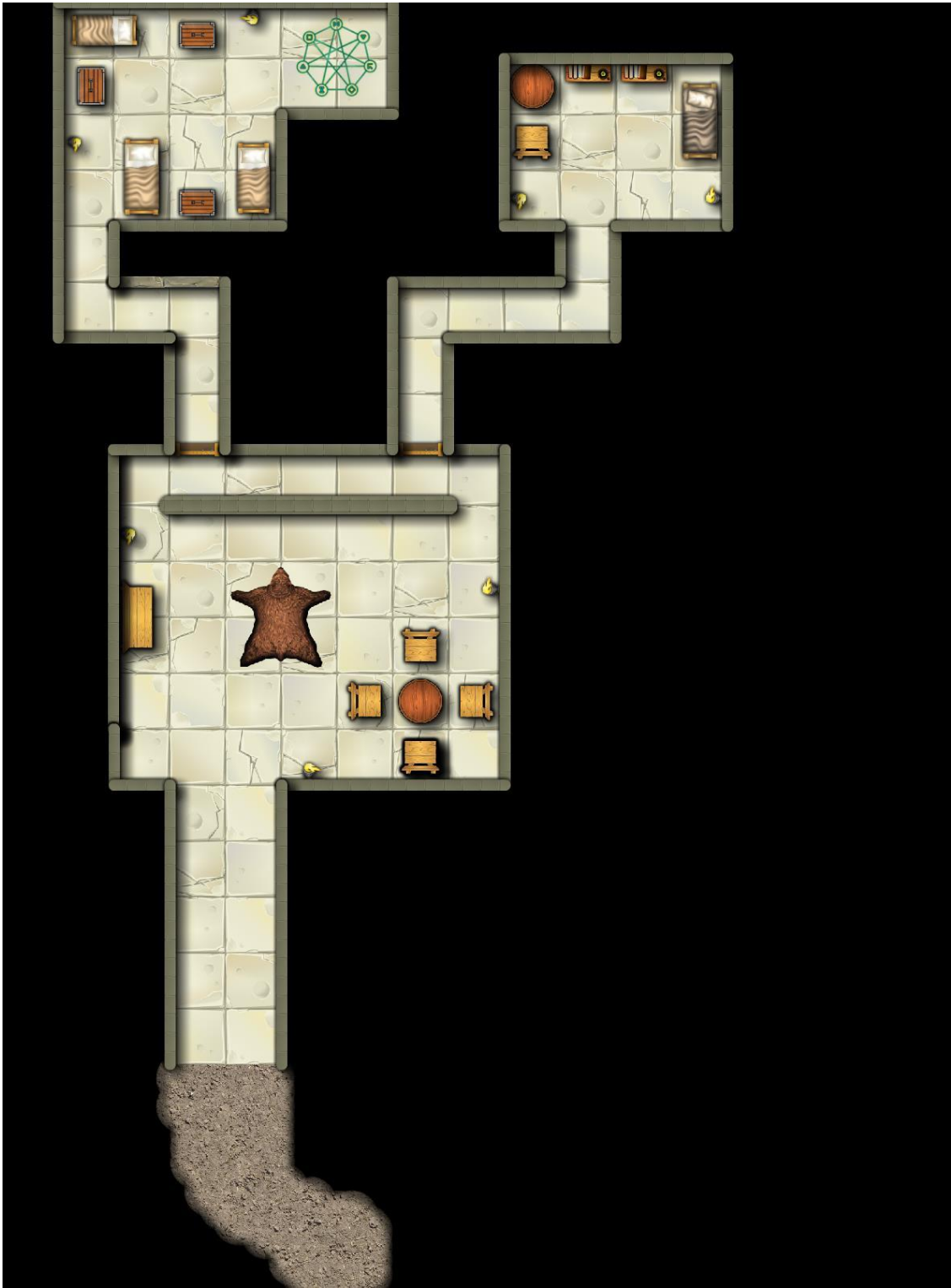
Outer Camp



Main Chamber: DM's Map



Main Chamber: Player's Map



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:

Ally of Thay

You are known to be an ally of the Thayan Plateau, whether you want to or not. You have advantage on Charisma-based checks with Red Wizards and other non-slaves from Thay.

Friend of Rashemen

You have earned the respect and regard of the Rashemi people by rescuing the Vremyonni and returning the wychlaran mask. You have advantage on all social checks with the people of Rashemen if they know your name and what you did.

Durthan's Curse

You have been marked by the evil Durthan. Any witch that survived this battle will be able scry you and will do so unless you take precautions to prevent it. If you are not able to prevent the scrying, your party will have disadvantage on all initiative checks in combats that involve one of these three Durthans or any of her minions. You are also at a disadvantage on stealth checks to surprise these Durthans or their minions.

Enmity of the Wychlaran

You have offended the secretive order of Rashemi witches by either taking the Vremyonni to Mulmaster, keeping the wychlaran mask, or both. You have disadvantage on all social checks with the people of Rashemen if they know your name and what you did. If discovered within the lands of Rashemen, you will be captured and put to death.

Player Handout 2. Magic Items

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

Cloak of Displacement

Wondrous Item, rare

This item comes in the form of a cloak made from a rare cloth found only in the Feywild. It is covered in blue runes. While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

Potion of Growth

Potion, uncommon

When you drink this potion, you gain the “enlarge” effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion’s liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

Potion of Animal Friendship

Potion, uncommon

When you drink this potion, you can cast the animal friendship spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

These items can be found in the *Dungeon Master’s Guide*.

Player Handout 3. Who are Rashemi

Who are the Rashemi

Most people in Faerun don't know about Rashemen. Those that live in the Bloodstone Lands (Moonsea, Damara and Vasa) have probably encountered a few Rashemi Witches or Berserkers. If the character hails from the Unapproachable East (Narfell, The Great Dale, Rashemen, The Hordelands and Thay), then they most certainly know of them and have advantage on these checks.

DC 8: The people of the nation of Rashemen are called the Rashemi. Rashemen is a land of vast lakes and fey-enchanted woods that is surrounded by mountains. To North are the lands of the Nar barbarians. To the South is Thay. West is the Great Dale and East over the mountains are the vast Tuigen Hordelands that separates Faerun from Kara-Tur Both Nar and Thay are constant threats that keep the people of Rashemen battle-hardened and wary.

DC 12: The Rashemi are openly ruled by the Iron Lord known as the Huhrong. Their army is made up of berserkers that gather in lodges dedicated to a particular totem beast or spirit. While the obvious leaders are the warriors, the true power lies with the witches.

DC 15: The Rashemi witches are powerful spellcasters that go into battle hiding their identity behind wooden masks. They can be of any discipline, including priests, wizards, warlocks, druids and bards among their ranks. They are exclusively women and are respectfully called Wychlaran by the Rashemi people. The members of this sect are called "Hathrans" (learned sister) while the most powerful and respected are called "Othlor" (true one). The word of a Wychlaran is unchallenged by the Rashemi people of any rank. When acting in their capacity as witches, their identities are kept hidden, and many of them are wives to the warriors they send into battle.

The Wychlaran are well practiced at fighting Thayan Red Wizards and the barbarians of Nar

DC 18: Another sect of witches within Rashemen are the Durthan. The Durthan are more focused on power than the Hathrans, and they tend to associate with the dark fey. They are the antithesis to the Hathrans, but they are not as numerous. They often pose as Hathrans while plotting behind the scenes.

DC 20: The characters may wonder where the male spellcasters go. With a DC 20 History check, the characters can know the following: Males with an aptitude for spellcasting are sequestered away in a secret location. There, their sole function is to create items and spells for the Wychlaran to use in battle. These secluded wizards are known as the Vremyonni. This is a well-guarded secret, and the enemies of Rashemen would go to great lengths to locate the place where these casters reside.

Player Handout 4. Outer Patrol



Player Handout 5. The Witches



Player Handout 6. Lady
Vandree

