



ADVENTURERS LEAGUE

WICKED LITTLE THINGS



**A 2-hour to 4-hour Border Kingdoms
adventure for characters of 1st - 4th level**

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Adventure Tier: 1

Optimized For: APL 3

Version: 1.1



WICKED LITTLE THINGS

Lord Barlett is at the end of his wit trying to keep his Manor together. Doors slamming, objects disappearing, harm upon the Manor children and more have plagued the estate for far too long. Can the adventurers determine the cause of these events?

A Two-Hour to Four-Hour Adventure for Characters of 1st – 4th Level



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WELCOME TO THE BORDER KINGDOMS!

According to the sage Meriadas of Westgate: “The Border Kingdoms are the most favored destination for adventurers who want to proudly and boldly conquer a realm or establish their own new kingdom. Lords, counts, dukes, kings and emperors rise, proclaim themselves, and are swept away with the speed and regularity of waves crashing upon a shore.”

This tumultuous land lies between the Lake of Steam and the Shaar in the Forgotten Realms. Gamehole Con has been granted exclusive rights to develop Adventurers League content in this region, and our offerings include adventures, source material, and short stories. For more Border Kingdoms content, visit the DMs Guild!

[Border Kingdoms content at the DMs Guild](#)

A SPECIAL NOTE ABOUT ENCOUNTER SCALING

This adventure is optimized for a party of five characters. When running an adventure at a large convention such as Gamehole, it is common to have seven players at a table, which has the potential to affect encounter balance. The “Adjusting the Encounter” sidebars within the adventure are developed for an average party, but just like real life, one size doesn’t necessarily fit all.

Players have a tendency to bring their best and brightest to shows like Gamehole, and a group of seven optimized characters can easily overpower the recommended party strength you determine at the adventure’s start. As a DM, you can—and should—adjust each encounter’s difficulty to present a challenge for your players.

If the characters are overcoming combats too easily, increase the recommended strength level of the encounters by a step (from average to strong, for example). If needed, you can also increase the number of monsters or maximize their hit points to make things a little harder. In some cases, you may even need to increase the difficulty by two steps, just be careful not to make things unwinnable.

Remember, adjusting or improvising is encouraged, so long as you maintain the adventure’s spirit!

The border kingdoms



ADVENTURE PRIMER

WELCOME TO *SHADOWS OF RITH KEEP*, A D&D Adventurers League™ adventure, that is part of the official D&D Adventurers League™ organized play system and the *Convention Created Content* program.

The adventure is set in the Border Kingdoms, a tumultuous region of the Forgotten Realms on the southern shore of the Lake of Steam. During the adventure, the characters investigate strange disturbances at Barlett Manor, only to discover murderous Fey creatures.

BACKGROUND

LORD BARLETT, his young daughter Lucy and a small crew of maids and groundskeepers appeared one day out of the mist near the small town of **ESTELKER** and set about building the new **BARLETT MANOR** without so much as a hello to its townsfolk. Since then, those employed by Lord Barlett have become frequent visitors to **THE HAUNTED HARPY**, a local tavern, and report strange happenings at the nearly completed manor. Noises in the night, items missing, things destroyed and terrified children. Lord Barlett is at his wits end with the nonsense and is seeking a group of adventurers to investigate his property and dispose of those responsible for the happenings.

Before the Barletts arrived, the clearing the manor is now built on was the central ritual space for a group of out of town elven druids. They remained on the outskirts of town for a few months before disappearing one day. A few weeks later, one of the druids, an elf named **Z'LAR**, stumbled into town, blank eyed and murmuring to himself. He now haunts the shadows of The Haunted Harpy.

When the Barlett clan arrived, they found evidence of some sort of ritual, but Lord Barlett demanded the druidic remains be removed and construction continue. That is when strange things began occurring around the property. Soon, rumors flew about the haunted manor and druidic rituals. Z'Lar's small group accidentally performed a ritual on the Barlett property, creating a rift into the **FEYWILD**. They were attacked by fey creatures. These creatures now roam the darkness of the Barlett Manor, and use any opportunity they can to torture the poor souls living within its walls.

EPISODES

The adventure's story is spread across three **episodes** that take approximately 2 hours to play. These episodes contain two **story objectives** and are introduced by a Call to Action episode. The adventure also includes two **bonus objectives** that

can be played if time permits. They are introduced in Episode 2.

CALL TO ACTION

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. The **Call to Action** can be found in Episode 1, as follows:

- **Episode 1: Through the Mists.** The Call to Action opens with the adventurers arriving midday at **ESTELKER** and looking through town for lodging and ale. They're passing through town square when a figure appears from the mists — **MR. ROSENFELD**, the head butler for the Barlett family. He has been asking around town for anyone to help them, but the locals aren't interested. Mr. Rosenfeld will offer to employ the adventurers and give them lodging at the Manor if they are willing to come and solve this mystery.

STORY OBJECTIVES

This adventure includes two story objectives, which are found in **Episode 2** and **Episode 3**, as follows:

- **Episode 2: Gathering the Facts.** Our adventurers will have the option of exploring and talking to different groups of people to find out more about the Barlett property and the druids who came before them. This is **Story Objective A**.
- **Episode 3: Rescue Mission.** Returning to the Barlett property with a better idea of what is going on, the adventurers round the bend to hear screams and breaking glass echoing through the night air. The creatures under Barlett Manor are attacking! This is **Story Objective B**.

TIPS FOR RUNNING THIS ADVENTURE

This adventure features interesting roleplaying opportunities. Estelkers are not very talkative people, and getting them to answer questions might be harder than just asking nicely. Use your judgment when it comes to how soon a citizen might chat with an adventure; maybe a bribe or a drink might help persuade looser lips.

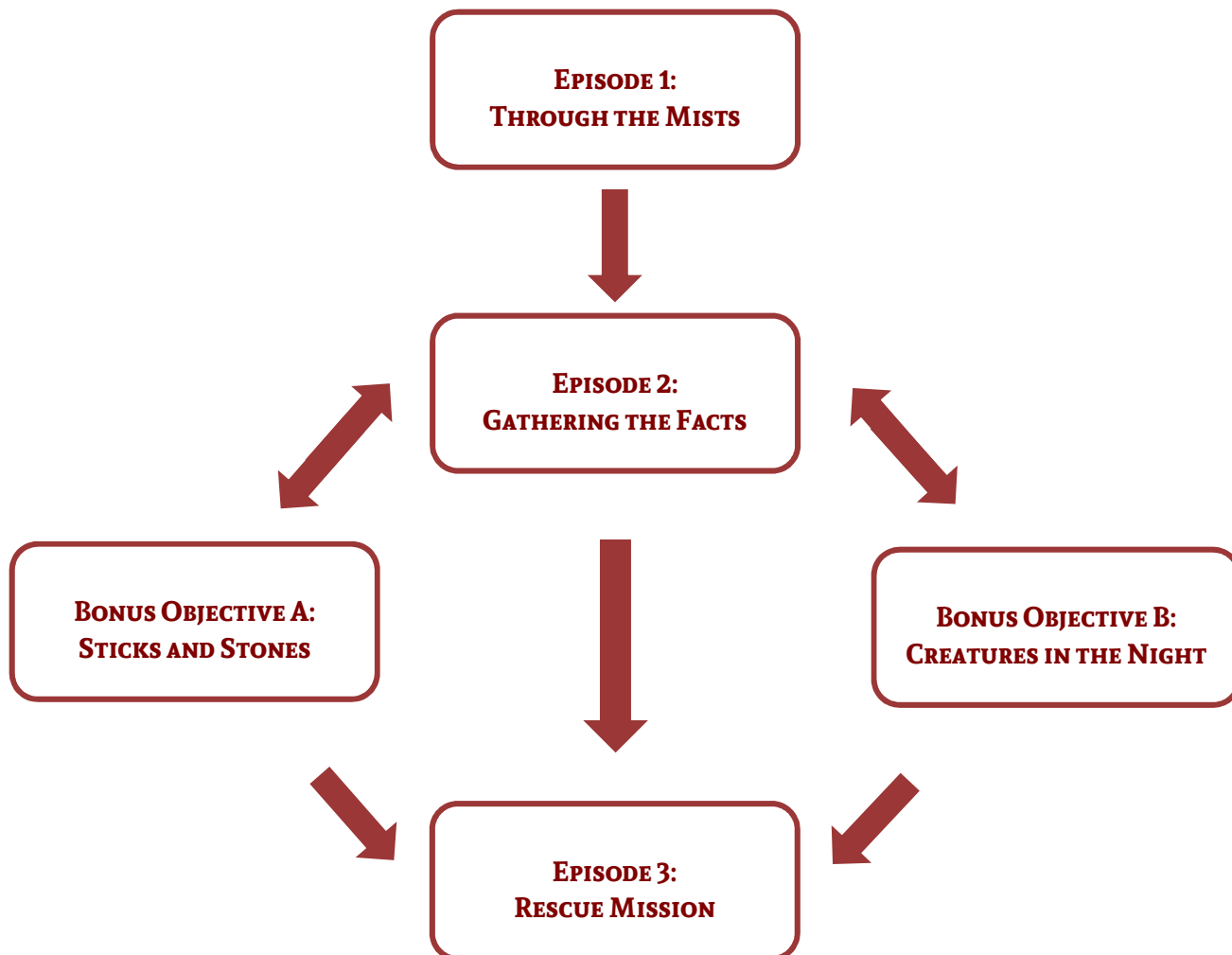
BONUS OBJECTIVES

This adventure also includes **two optional bonus objectives** that the characters can pursue if they have extra time — each taking one additional hour to play.

- **Bonus Objective A: Sticks & Stones.** The players track down the druid elf **Z'LAR** to find out more about the site on which Barlett Manor was built.
- **Bonus Objective B: Creatures in the Night.** The party investigates an abandoned house, only to be ambushed by a crop of vicious plants.

ADVENTURE FLOWCHART

This section should provide you, the DM, with a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



EPISODE 1: THROUGH THE MISTS (CALL TO ACTION)

Estimated Duration: 30 minutes

Read the following to start the adventure:

Traveling through the never-ending fog along bumpy roads for so long, you almost fail to notice the change of terrain as you finally reach your destination — Estelker, in the Realm of the Smoking Star. Even at noonday the mists refuse to retreat, giving the buildings appearing from ahead a sinister aura. As you make your way to the center of town, you see a few huddled figures dodging from doorway to doorway, looking disdainfully over their shoulders in your direction. Suddenly, a looming figure detaches from the shadows and starts towards you.

THE BUTLER SAID IT

From the shadows comes **MR. ROSENFELD**, who introduces himself as the head butler of the Barlett Manor just outside of town. Although he speaks with a steady voice, a successful **DC 10 Intelligence (Investigation) or Wisdom (Perception) check** will notice he is quite disheveled and seems to be distracted. He asks the adventurers if they would be willing to help investigate recent happenings at his lord's manor.

Mr. Rosenfeld will explain that about a month ago, the Barletts arrived from afar. Lord Barlett took one look at the plot of land the manor now sits on and declared their journey over, and to begin construction. The servants in the house took to town for supplies and quickly were given the cold shoulder (they wouldn't have known but the Estelker people are quiet and reserved; hospitality is not freely given around these parts). A few weeks after arrival, strange things started happening around the house. Objects were moved without explanation, sheets shredded, scratches appearing on the children in the middle of the night — and the happenings only have been getting worse.

After answering any of the adventurers' questions, Mr. Rosenfeld will implore the group to come investigate, offering free lodging on the estate while they take care of the troubles.

MEET THE FAMILY

When the party agrees to assist the Barlett family, read or paraphrase the following:

Although tired from your recent travels, the promise of free lodging and a quick journey sway you into agreeing to investigate the happenings at Barlett Manor. Another 30-minute brisk walk north out of town, you round a bend through the thick, misty forest and a clearing presents a mostly built manor surrounded by a sturdy fence and a manicured lawn. Sheets still dance in the wind on the second floor, but overall, the building looks nearly completed. Mr. Rosenfeld leads your group through a pair of large double doors dominating the front of the house. Once through the doors, a shriek from inside pierces your ears.

LUCY BARLETT, a young 10-year-old girl, jumps through the open doors and wraps herself around Mr. Rosenfeld's leg, excited for the return of her favorite play partner. The inside of the house leaves almost no hint of the almost completed construction.

Mr. Rosenfeld leads the groups down the east hall, featuring tall crimson walls and chandeliers every 10 feet lit by everburning flames. Before entering through another set of doors, Mr. Rosenfeld sends Lucy away (much to her dismay), reminding her that her father doesn't like to be disturbed. As Lucy stomps away down the hallway, Mr. Rosenfeld opens the dark doors to reveal a large-set middle aged human man looking over a set of spectacles, evidently.

The older gentleman behind the desk doesn't seem to be happy by the disturbance of your group, and looks expectantly at Mr. Rosenfeld for an explanation.

"Well?" He gruffly exclaims, a deep voice growling up from the man's throat.

"What is the meaning of this interruption?"

"Lord Barlett, this group of fine adventurers are here to put an end to these terrible happenings once and for all." The statement causes an eyebrow to arch on Lord Barlett's face as he scans over your group.

"This lot is going to stop all this ruckus?" He seems to size you all up once more before sighing. "Let's hope so. Take them to the guest chambers. I'll leave you to tell them everything they need to know."

LORD BARLETT is not a talkative man, especially to those he considers his inferiors (which is most everyone is his opinion). A successful **DC 10 Charisma (Persuasion) check** may be enough to get him to answer a few questions quickly, but he will soon return to his studies, leaving Mr. Rosenfeld to field the majority of the questions as he leads the group to the guest quarters for the evening

WHAT MR. ROSENFELD KNOWS

Mr. Rosenfeld can answer the following as free information:

- The happenings began about a tenday ago.
- The Barlett family and servants arrived a month ago.
- None of the townsfolk seem happy to have the Barlett group around, nor are they interested in helping them.
- Lucy Barlett (10-year-old human female), Lord Barlett (55-year-old human male), Mr. Rosenfeld (70-year-old human male), Dorothy Olsen (65-year-old human female, maid of the Barlett family), Mr. Augustus Brown (40-year-old human male, head of construction on the manor), Louis & Nathaniel Brown (17- and 20-year-old human males, sons and assistants of Augustus Brown) are the only occupants of the property.

Mr. Rosenfeld will answer a few more pointed questions with a successful **DC 14 Charisma (Persuasion) check**. Each successful check grants another piece of information:

- There were three other servants, a half-elf and two other humans, who worked here when the group first arrived. After the happenings began, they all quit. Bastion, one of the humans, remains in town and has refused to talk to anyone from the estate since.
- At first, items went missing or were found damaged, but that could have been due to the wind or childish pranks (according to Lord Barlett). But soon, people began waking up with claw and bite marks on their bodies, splitting headaches and tales of haunting nightmares.
- When construction first began on the property, Mr. Augustus Brown found strange artifacts in the trees surrounding the clearing in which the manor resides. He showed them to Lord Barlett, claiming they were a bad omen, but Lord Barlett just insisted that construction continue.

If the check succeeds by 2 or more, Mr. Rosenfeld will also hint he believes Mr. Brown still has these artifacts.

Soon, the group will be shown to their rooms for the night, and Mr. Rosenfeld tells them he will wake them in the morning to begin their investigation. Any character with a **passive Perception of 13** or more is awakened at least once in the night to what sounds like scratching from the walls. Keep note of which characters heard the noises in the night.

ABOUT BARLETT MANOR

The manor proper consists simply of a 10 bedroom house with a large dining hall, servants quarters, kitchen and office. There are currently seven people living at the manor: Lucy Barlett (10-year-old human female), Lord Barlett (55-year-old human male), Mr. Rosenfeld (70-year-old human male, head butler), Dorothy Olsen (65-year-old human female, maid of the Barlett family), Augustus Brown (40-year-old human male, head of construction on the manor), Louis & Nathaniel Brown (17- and 20-year-old human males, sons and assistants of Augustus Brown).

EPISODE 2: GATHERING THE FACTS (MAIN OBJECTIVE A)

Estimated Duration: 60 minutes

The party encounters strange events at Barlett Manor and are compelled to investigate.

A. FIRST EVENT

Read or paraphrase the following when the characters wake:

Waking up should be a peaceful moment, but it doesn't take long for your morning to erupt into chaos. Screams rip the morning quiet to shreds as a wail comes from Lucy Barlett's room.

Lucy's bedding has been shredded in the night. Strips of fabric are scattered about her white and blue striped room, draped over her stuffed animals and vanity. By the time the characters arrive, **MR. ROSENFELD** and **DORTHY OLSEN** are already in the room with young Lucy, consoling her as best they can.

Lucy is quite distraught and is unable to answer any questions unless a character succeeds a **DC 12 Charisma (Persuasion) check**. Any attempt to intimidate automatically fails, and she will refuse to talk to anyone. If a character is successful on the check, Lucy will manage to stammer out that she woke up in the middle of the night hearing scratches and whispering from the walls. When she tried to listen closer, the voices got louder and scared her, so she hid back in bed and fell back asleep. If asked what the voices were saying, Lucy will get even more upset and refuse to talk anymore.

A successful **DC 13 Intelligence (Nature) check** while investigating the shredded sheets will reveal the slashes seem to have been done by claws, not a knife. Any character attempting this check who is proficient in Nature succeeds this check automatically.

Mrs. Olsen will take young Lucy and put her back to bed as Mr. Rosenfeld ushers the characters out of the room. He will explain that this is the third pair of sheets they have found shredded in Lucy's room. It is time for the adventurers to start their investigation — time is running out!

B. INVESTIGATION

Mr. Rosenfeld will help the characters make a list of places they should investigate. The following locations can be explored in any order. At least two of these locations should be visited before evening arrives and the group moves to **Episode 3**.

C. DEALING WITH TOWNSFOLK

Those who live in Estelker are not fond of visitors and are not shy to make it known. This small village is not built for travelers, featuring only a small tavern, a general store and private houses throughout the area.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. Modest buildings line both sides of a muddy road through the area.

Lighting. The day is bright, but the pervasive fog limits vision to 15 feet.

Sounds and smells. Footsteps and hushed talking can be heard through the fog. The moist air smells of wet mud and cooking fish.

Weather. Warm, humid and foggy.

1. GENERAL STORE

Nothing of interest is in the general store, and the gruff manager isn't keen to talk. The store has items worth less than 5 gp in the *Player's Handbook*.

2. THE HAUNTED HARPY

A faded, red sign displaying a woman with the head of a bird and wings sways in the foggy air above the door of the town's only tavern. There are few patrons gracing the dimly-lit room with their coin this early in the morning, and as the group enters, a hooded figure in the corner rises and quickly pushes past the adventurers, a strange looking dog trotting at his heels. If the group wishes to follow the figure, go to **Bonus Objective A**.

Remaining in the room is **ARIK**, the dwarven barkeep, idly spit shining a pint glass and eyeing the group that stands in his doorway; **GRAYSON SALTSHORE**, a stoutly built halfling with gray speckled hair; **HELLIS THE WISE**, an elderly human who sits for most days in the rocking chair by the fire; and in the darkest corner is **BASTION**, the young halfling who had previously worked for the Barlett Manor before quitting.

WHAT THEY KNOW

The folks who live in Estelker are not very talkative, so getting any of them to share any information requires a successful **DC 10 Charisma (Persuasion) check** to begin a conversation.

Once a conversation begins, the group must make a successful **DC 12 Charisma (Persuasion) check** each interaction to receive information. If pressed with a successful **DC14 Charisma (Persuasion)**

check, the characters may glean additional information. These checks may only be made once each.

ARIK thought the rumors of creatures sighted in the woods was just hogwash, but then his friend Marric just south of town said he had seen strange things happening around the old Drake house in the woods. If pressed further, Arik will reveal tell the adventurers where Marric saw them. With this information, the party can proceed to **Bonus Objective B** if they wish.

GRAYSON shares that Before the Barletts arrived, a group of tree-hugging elves lived in the clearing where the manor now stands. If pressed further, he will elaborate that the elves used to come in and drink alone in the corner. These days only one elf comes. The elf always has that strange looking dog with him. With this information, the party can proceed to **Bonus Objective A** if they wish.

HELLIS shares a rumor that there is a well of magical power around here somewhere. Some people even think the well is connected to another world.

At first, he seems reluctant to talk, but **BASTION** is frightened of the adventurers, thinking they were sent by Lord Barlett to bring him back to the manor. As he explains the events, his hushed whispering becomes more and more frantic.

“Whispers... in the night. In the walls, sometimes for hours at end... and whispers in your head too, if you listen too long. And the nightmares, oh, the nightmares! Beady red eyes in the night piercing, piercing you!”

Soon, Bastion’s words slur together and he begins to quietly sob into his beer glass, unable to continue.

D. EXPLORING THE MANOR

Mr. Rosenfeld grants the characters access to all parts of the manor, although Lord Barlett is reluctant to allow them to search his office or private quarters. A successful **DC 10 Wisdom (Insight) check** will reveal that he values his privacy and resents any intrusions.

DINING HALL

Mr. Rosenfeld is setting the large dining table for later when the party arrives. He is able to share any information he has previously shared. A successful **DC 12 Intelligence (Investigation) or Charisma (Perception) check** will reveal strange claw marks on the wooden legs of the dining table and the floor, leading out of the kitchen. A successful **DC 10 Intelligence (Nature) check** will allow a character to realize the claw marks are similar to those found on the bedding shreds. Mr. Rosenfeld has never

noticed the marks before and becomes pale if they’re pointed out to him.

SERVANT QUARTERS

Louis and Nathaniel are relaxing in their quarters when the group finds them. They are willing to share that they have noticed strange things around the house and have had trouble sleeping lately. Louis will also share that his father, Augustus, showed him a strange artifact they think was left here by whoever lived on the property before. The property had been chosen by Lord Barlett because, mysteriously, it was already leveled and cleared.

The boys do not know who the previous tenants of the property were.

KITCHEN

Dorothy Olsen can be found in the kitchen preparing food for the next meal, humming happily to herself. She is deeply concerned for Lucy’s wellbeing, but doesn’t know what to do about the strange noises, as she hasn’t heard them.

OFFICE

In his office, Lord Barlett barks to not be bothered, as he is a very busy man. A successful **DC 13 Charisma (Intimidation or Persuasion) check** will allow a brief conversation with him before he will demand his privacy. He will reveal curtly he believes this is all children’s mischief, that being his daughter and Augustus’ boys. There is no evidence to support this, and a successful **DC 10 Wisdom (Insight) check** will reveal Lord Barlett is truly scared and is trying to not show it.

LUCY’S BEDROOM

Lucy is still troubled by the events of that morning, sitting on her bed and coloring, a new blanket draped across her lap. She has no new information to share, but will creep a look at the closet door every few moments. If a character investigates the closet, she hides under her blanket and shudders. A successful **DC 12 Intelligence (Investigation) check** (made at advantage if the character has darkvision) finds a small hole tore into the back wall of Lucy’s closet. A Small creature may be able to poke its head just inside, where claw marks rake up and down the inside of the walls.

E. AT THE EDGE OF THE WOODS

The characters encounter **AUGUSTUS BROWN** and are ambushed by a group of fey creatures.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The clearing is wide, level and covered with short, manicured grass.

Lighting. The day is bright, but the pervasive fog limits vision to 15 feet.

Sounds and smells. Soft sounds of nature emanate from the surrounding woods. The moist air carries many smells of wildlife.

Fence. The newly-built fence is meant more for decoration than a barrier. It is four feet tall and made of evenly-spaced wooden staves.

Trees. Large trees surround the clearing, but are mostly hidden by the fog.

Weather. Warm, humid and foggy.

Near the edge of the woods, Augustus Brown can be found tending the weeds by the fence bordering the west part of the property. He has always thought the construction here was foolish, especially after he found the artifacts in the woods. Augustus won't willingly talk about what he found, but can be persuaded to talk if the characters have already spoken to Louis and Nathaniel. If they have not, a successful **DC 10 Charisma (Persuasion) check** will convince him to share his findings with the group.

Augustus looks indecisive about sharing more, but as he nervously looks into the woods, he sighs. "Follow me, I'll show you where I found it." Turning, he explains that when the family first arrived, he found strange items in the woods around the clearing. He believed them to be of druidic nature, and when he showed them to Lord Barlett, he took them and presumably destroyed them. A few nights later, strange things started happening around the house. Suddenly, Augustus stops in front of a large tree with an open hole in the side, dark and foreboding. "This is where I found the items."

TREASURE

A successful **DC 14 Intelligence (Investigation) check** will reveal a *wand of secrets* and a *potion of healing* hidden in the hole of the tree, but no other evidence of any type of activity.

CREATURES/NPCs

As the groups turns to return to the property, finding no new evidence of any way to explain the happenings of Barlett Manor, the bushes across from them begin to rustle. Any character with a passive Perception of 13 or more will hear the tiny footsteps in the fog and be able to warn the party as **four boggles** and a **meenlock** jump out and attack. The meenlock will disengage after two rounds of combat and retreat back to the house. This meenlock will retain the damage it takes in these two rounds in the final combat in **Episode 3**.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove two **boggles**. The **meenlock** immediately flees into the fog.
- **Weak party:** The **meenlock** flees after one round.
- **Strong party:** Add two **boggles**. The **meenlock** only flees after losing half of its hit points.
- **Very strong party:** Add one **meenlock**, which does not disengage.

After slaying the chaotic fey creatures, the group can hear the sudden shatter of glass and screaming coming from afar. There seems to be trouble brewing back at the manor!

EPISODE 3: RESCUE MISSION (MAIN OBJECTIVE B)

Estimated Duration: 30 minutes

The characters return to Barlett Manor to find family members missing, and they must descend into the earth to rescue them while facing a group of meenlocks that mean to add their quarry to their ranks

A. A SCREAM IN THE NIGHT

Read or paraphrase the following once the party returns to the manor:

Rushing back to the manor at the break of evening, you can hear more commotion coming from the house up ahead. As the house comes into view, the shattered glass of the dining room window shimmers in the early moonlight, the drapes billowing out into the night. A scream pierces the night again, as the front doors slam open, Dorthy Olsen running, screaming into the night, slapping her back and her head as a small shadow crawls over her. As she trips into the grass, the screams stops abruptly and a shrill wail pierces your minds as the shadowy creature darts back into the house.

The group is about 30 feet away from Dorthy as a **meenlock** takes her down and retreats back into the house. If the group engages the meenlock, it disengages and uses its *shadow teleport* ability to retreat. Dorthy begins to make death saving throws, but she can be stabilized with a successful **DC 10 Wisdom (Medicine) check**, a healer's kit, or applicable healing spell.

Augustus Brown offers to stay with Dorthy and asks the adventurers to rescue Lucy and his sons from the strange Fey creatures.

B. CAN YOU SMELL THAT SMELL

Back inside the manor strange, sickly sweet smell of damp earth permeates the house. Any character making a successful **DC 12 Wisdom (Perception) check** realizes the smell is originating from Lucy's room. They arrive in Lucy's room in time to see that it is in absolute upheaval — and that Louis is being dragged into the closet.

Any character attempting to grab Louis must succeed on a **contested Strength check** against a meenlock. If the character succeeds, the meenlock skitters into the hole at the back of the closet, much larger than before, and dives down into the dark.

C. DANGER DOWN BELOW

The hole at the back of Lucy's closet has been widened so it is now wide enough for a Medium-sized or smaller creature to squeeze through, or a Large creature to squeeze through with a successful **DC 10 Dexterity or Strength check**. The hole leads down into the earth where it widens again. It is pitch black down here, but any creature with darkvision can see the earthy walls give away to a black moss. The tunnel widens into a large, 50-foot semi-round cavern, and whispering voices begin to fill the characters' minds. The voices seem to get louder as they advance through the cavern, when a deep, painfilled moan echoes through the cavern, shattering the near silence.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The natural cavern is semicircular in shape and is 50 feet wide.

Lighting. There is no light in the cavern aside from what the party may bring.

Sounds and smells. The air smells of sickly, sweet damp earth. Dripping water, the chittering of the meenlocks and the moans of their victims are all that can be heard.

Through the inky blackness, a moan breaks the silence from a few feet away. Forms begin to appear as you approach. The scene begins to unveil itself — Lucy, Louis and Nathaniel lay unconscious — hopefully — on the ground, surrounded by small creatures that look like a wicked combination of an insect and a crab. The dirty yellow beasts turn their beady red eyes to you as the voices in your head grow achingly louder by the second.

CREATURES/NPCS

In this final combat, the **meenlocks** will try to protect their three unconscious victims in order to complete their *telepathic torment* and add to their ranks. **Two meenlocks** (one potentially suffering from damage from an earlier fight) attack the group, using their *teleportation* abilities to keep the characters on their toes.

ADJUSTING THE ENCOUNTER

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

- Very weak party: Remove one meenlock.
- Weak party: One meenlock has only half hit points.
- Strong party: Add one meenlock.
- Very strong party: Add one meenlock. All meenlocks have full hit points.

If the characters seem to be handling the fight easily, add in a third meenlock that appears at the third round of combat. This meenlock is Lord Barlett, who had succumbed to the meenlocks' *telepathic torment* earlier while the group was out.

If a third meenlock is not needed, Lord Barlett's body is found a few feet away, a victim of the meenlock's claws.

DEVELOPMENT

Read or paraphrase the following at the end of combat:

Smiting the final fey creature, Lucy and the others begin to awake from their deep slumber. All around the cavern are strange markings and items, untouched for months.

This is the cavern where Z'Lar and his friends resided before their accident ripped open a portal to the Feywild. They were attacked and turned into meenlocks, Z'Lar barely escaping with his life. Any druid in the group, or any proficient character who makes a **successful DC 10 Intelligence (Arcana) check**, can explain that the symbols are half nonsense — it appears someone had performed a ritual down here without knowing fully what they were doing.

On the opposite side of the cavern is another tunnel covered by roots that leads up into the woods. This is the main tunnel the druids used to enter and exit their hideout. A **successful DC 10 Intelligence (Nature or Investigation) check** will show footprints out the tunnel, the prints as recent as a few days old.

CONCLUSION

Mr. Rosenfeld will gather up the group of survivors, thanking the adventurers for their help. It seems the threat has been dealt with for now, but not without cost. The remaining Barlett group will return to their previous home, leaving the manor to return to the woods, which is where it seems to belong.

ADVENTURE REWARDS

At the **end of the session**, the characters receive rewards based upon their accomplishments.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

GOLD

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 3: Player Rewards**.

- *Wand of secrets*

CONSUMABLE MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 3: Player Rewards**.

- *Potion of healing*

DUNGEON MASTER REWARDS

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

DRAMATIS PERSONAE AND LOCALES

The following NPCs and locations feature prominently in this adventure.

NPCs

- **Arik** (dwarven, Commoner). Dwarven barkeeper at The Haunted Harpy. He has little respect for visitors, and even less respect for adventurers. He won't waste time on idle chatter, making sure that conversations are simple and to the point. He would much prefer to be tending bar, cooking, or cleaning than interacting with strangers.
- **Augustus Brown** (human, Scout). Middle-aged man who is building Barlett Manor. He has an interest in lore and a love of nature. He is confident and reserved in his demeanor. Early in life he was a woodsman and scout, but after the birth of his son (20 years ago), he set that life aside to take on a more lucrative construction career.
- **Bastion** (halfling, commoner). Male halfling and former servant for the Barlett family who quit because of the disturbing events began at the family's manor. Bastion fears Lord Barlett will force him to return. He is generally skittish. He has a wild look in his eyes, suggesting he has gone through some traumatic events recently.
- **Dorothy Olsen** (human, commoner). A kindly old woman, Dorothy is the head maidservant and housekeeper for Barlett Manor. She bustles about, always busy. She is often quite chatty. She is extremely protective of Lucy Barlett.
- **Grayson Saltshore** (halfling, commoner). Drunken male halfling with graying hair. He can be found at The Haunted Harpy most days. He has an opinion about everyone and everything – especially outsiders. His dry sense of humor is rarely appreciated, even by his "friends."
- **Hellis, the Wise** (human, commoner). Sweet, absent-minded human woman who spends her days in a rocking chair in front of the fireplace at The Haunted Harpy. Quiet and reserved, most people simply ignore her. She dresses in simple clean clothes, with a shawl over her shoulders and quilt in her lap. Somedays, she will knit by the fireplace or stare out through the windows at the flowers.
- **Lord Barlett** (human, noble). Patriarch of the Barlett family who recently moved his family and servants to Estelker and began building the family's manor in a large clearing outside of town. He is confident to a fault and rarely takes advice from anyone. He is ambitious and driven. Despite his stern demeanor, Lucy is his pride and joy.

- **Louis and Nathaniel Brown** (human, commoner). Augustus Brown's 17- and 20-year-old sons and assistants. Curious and mostly lazy, the sons of Augustus Brown would rather go exploring or relax in their rooms. They mostly listen to their father and rarely frequent The Haunted Harpy. Both are fit young men who know how to swing a hammer and use an axe.
- **Lucy Barlett** (human, commoner). Lord Barlett's 10 year old daughter. Lucy is the most welcoming member of the household and is happy to have company that isn't chastising her to be more "ladylike." She is prone to tantrums which often get the attention she is looking for. She has been plagued by strange noises coming from her closet at night, and twice her sheets have been shredded while slept.
- **Mr. Rosenfeld** (human, commoner). Elderly butler in service of the Barlett family. A proper "gentleman's butler," Mr. Rosenfeld runs a very organized household for his lord. But a soft spot for Lucy Barlett, often finds him smiling to himself at her free-spirited antics. He makes an effort to pay attention to small details as best as his age and memory serve him. In conversations it is clear that he is attentive and responsive, if not a little shy in the presence of strangers.

LOCATIONS

- **Estelker**. This market town in the Realm of the Smoking Star consists of modest wooden houses standing amid shady trees. Despite its local importance, it's largely hidden by the trees, except to travelers on the coastal road. The ever present foliage and its coastal location makes it a damp, shady, often fog-shrouded and dripping place. Almost all of Estelker's houses sport roadside stalls (counters with bench seats and awnings) where "Stelkers" sell forest herbs and roots they've gathered, live rabbits and crayfish caught locally, and rabbit pie.
- **The Haunted Harpy**. A faded, red sign displaying a woman with the head of a bird and wings sways in the foggy air above the door of the town's only tavern. The tavern is dimly-lit most of the time as its proprietor would rather not spend the money on candles. Otherwise, the tavern is in good repair.
- **Barlett Manor**. The recently constructed manor proper consists simply of a 10 bedroom house with a large dining hall, servants quarters, kitchen and office. It is home to Lord Barlett, his daughter, and their servants.

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CREATURE STATISTICS

BLINK DOG

Medium fey, lawful good

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages Blink Dog, understands Sylvan but can't speak it

Challenge 1/4 (50 XP)

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

ACTIONS

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

Teleport (Recharge 4–6). The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

BOGGLE

Small fey, chaotic neutral

Armor Class 14

Hit Points 18 (4d6 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Sleight of Hand +6, Stealth +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 1/8 (25 XP)

Boggle Oil. The boggle excretes nonflammable oil from its pores. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action.

Slippery Oil: While coated in slippery oil, the boggle gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces and end grapples.

Sticky Oil: While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object.

The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Dimensional Rift. As a bonus action, the boggle can create an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that the boggle can see or specify by distance and direction (such as "30 feet straight up"). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle's next turn.

Uncanny Smell. The boggle has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

Oil Puddle. The boggle creates a puddle of oil that is either slippery or sticky (boggle's choice). The puddle is 1 inch deep and covers the ground in the boggle's space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour.

If the oil is slippery, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses Passive Perception 10

Languages any two languages

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* 2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

DRUID (Z'LAR)

Medium elf, chaotic good

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

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

Senses darkvision 60 ft., passive Perception 14

Languages Druidic, Sylvan and Common

Challenge 2 (450 XP)

Fey Ancestry. Z'Lar has advantage on saving throws against being charmed, and magic can't put him to sleep.

Spellcasting. Z'Lar is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following druid spells prepared:

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

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

animals, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

ACTIONS

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

MEENLOCK

Small fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 31 (7d6 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +6, Survival +2

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 14

Languages telepathy 120 ft.

Challenge 2 (450 XP)

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 11 Wisdom saving throw or be frightened until the start of the creature's next turn.

Light Sensitivity. While in bright light, the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Teleport (Recharge 5-6). As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, and the target must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TELEPATHIC TORMENT

Up to four meenlocks can telepathically torment one incapacitated creature, filling its mind with disturbing sounds and dreadful imagery. Participating meenlocks can't use their telepathy for any other purpose during this time, though they can move about and take actions and reactions as normal. This torment has no effect on a creature that is immune to the frightened condition. If the creature is susceptible and remains incapacitated for 1 hour, the creature must make a Wisdom saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one. The save DC is 10 + the number of meenlocks participating in the torment, considering only those that remain within sight of the victim for the entire hour and aren't incapacitated during it. The process can be repeated. A humanoid that drops to 0 hit points as a result of this damage instantly transforms into a meenlock at full health and under the DM's control. Only a wish spell or divine intervention can restore a transformed creature to its former state.

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (Breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

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

Senses Passive Perception 12

Languages any two languages

Challenge 1/8 (25 XP)

ACTIONS

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

REACTIONS

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

NEEDLE BLIGHT

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Condition Immunities blinded, deafened

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

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

ACTIONS

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

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

TWIG BLIGHT

Small plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

STR **DEX** **CON** **INT** **WIS** **CHA**

6 (-2) 13 (+1) 12 (+1) 4 (-3) 8 (-1) 3 (-4)

Skills Stealth +3

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

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

Languages understands Common but can't speak

Challenge 1/8 (25 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a dead shrub.

ACTIONS

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

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (Leather Armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

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

Senses Passive Perception 15

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

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

APPENDIX 1: BONUS OBJECTIVE A. STICKS & STONES

Estimated Duration: 60 Minutes

The characters hunt for Z'Lar to find out more about the Barlett property.

INTRODUCTION

Either **GRAYSON SALTBEARD** or **AUGUSTUS BROWN** will be able to give directions to the last surviving member of the druidic clan who lived on the Barlett property before the Barletts arrived. Augustus Brown knows where the elvish druid's hut is because it borders the Barlett property. Grayson Saltbeard followed the elf home after a night of drinking, curious who the silent fellow was, and found his hut that way.

HISTORY

Z'LAR and three other elvish druids lived on the Barlett property outside of Estelker for a few years before tragedy befell them. They had mostly kept to themselves, interacting with the locals very little, so not much was known about them. Z'Lar fancied himself the high druid of the group, and together they attempted to create new rituals to bring them closer to nature. Unknowingly, they strung together a line of arcane symbols, causing a door to the Feywild to open.

The creatures, **meenlocks** and **boggles**, attacked and turned his friends into new meenlocks using their telepathy. Z'Lar managed to escape and ran into town. Now, he lives closer to the outskirts of town, just beyond the treeline, and sneaks into the old cave where the ritual went awry. The elf studies the meenlocks, hoping to figure out a way to destroy his old friends or cast them back into the Feywild.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The druid's camp is a clearing about 25 feet wide, with a 10-foot by 10-foot hut in the middle.

Lighting. The day is bright, but the pervasive fog limits vision to 15 feet.

Sounds and smells. Birds chirp and squirrels skitter about. The smell of a campfire hangs in the moist air.

Trees. Large trees surround the clearing, but are mostly hidden by the fog.

Weather. Warm, humid and foggy.

FINDING THE DRUID

Three successful DC 13 Wisdom (Survival) checks are necessary to find Z'Lar's camp. Finding a druid's camp isn't easy if they don't mean it to be! If two or more of the Survival checks are a failure, Z'Lar hears the players coming and isn't impressed. If two or more of the Survival checks are a success, the characters surprise Z'Lar and he is more inclined to talk. Once the characters enter Z'Lar's camp, he will instantly jump to defend himself, shouting and casting *barkskin* on himself.

As you enter camp, you see a tall, blonde-haired elf with haunting eyes. A spark of fear runs across his face as he reaches for his staff, magic glowing in his hands.

CREATURES/NPCs

Z'Lar (a male elf **druid**) isn't inclined to talk and wishes the characters to leave at once. A compelling argument and a successful **DC 15 Charisma (Persuasion) check** is necessary to get Z'Lar to talk.

On a success, he will begrudgingly talk. On a failure, Z'Lar and his **blink dog** companion will attempt to flee, with Z'Lar casting *longstrider*. If he attempts to escape and is pursued, he will resort to combat. He will surrender and talk to the group if he is brought down to half of his hit points.

WHAT Z'LAR KNOWS

Finally relenting, Z'Lar will talk to the players for a short time, not wanting to share too much information. Z'Lar will reveal the following:

- The creatures on the property are small, strange, yellow crab-like monsters with telepathic powers that turn their prey into one of them!
- Z'Lar and his friends were trying to become closer to nature with a ritual when the portal opened. That's when the creatures hopped out. They had heard of the well of ancient magic that supposedly was hidden somewhere around town and had hoped to tap into its power.
- Z'Lar believes they are sensitive to light because they only come out when it is dark.
- Z'Lar's two friends perished in the attack.

Z'Lar isn't willing, or able, to share any more information with the adventurers, but he has shared valued information about the creatures hiding on the Barlett property.

APPENDIX 2: BONUS OBJECTIVE B. CREATURES IN THE NIGHT

Estimated Duration: 60 Minutes

The party investigates an abandoned house, only to be attacked by a group of blights.

Moving quietly through the dark woods, the trees seem to close in around you. After hiking for some time, you manage to find the old house Arik spoke of. He told you it had been an old man named Drake lived in the house years ago, but he had passed away and no one had taken care of it since. The kids in town like to say it's haunted.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The house is small and in disrepair from years of neglect. Its wooden floor is rotting out and plants and small trees have taken root.

Lighting. With only one window, there is only dim light in the room.

Sounds and smells. Rotten boards creak underfoot and fill the air with the smell of decay.

Weather. Warm, humid and foggy.

Old Drake House. The old Drake house is a small, one room 20-foot by 20-foot square. It has no remaining furniture or fixings — local kids have long since destroyed those. There is one door on the front, barely hanging on its hinges, and one window, glass shattered. The house is dark, inside and out.

CREATURES/NPCS

Since old Drake's death, this house has become home to two **needle blights** and four **twig blights**. They lay in wait in the wreckage of the furniture and decaying walls of the house, attacking when the time is right.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove the **needle blights**.
- **Weak party:** Remove two **twig blights** and one **needle blight**.
- **Strong party:** Add two **twig blights**.
- **Very strong party:** Add two **twig blights** and one **needle blight**.

TREASURE

In the corner of the room, under some rubbish and debris, a successful DC 12 Intelligence (Investigation) check reveals a stash of coins.

DEVELOPMENT

After combat with the blights, a successful DC 10 Intelligence (Investigation) check reveals that the type of damage the blights did to the characters doesn't match up with the evidence left at the Barlett house. These creatures might have haunted this house, but they weren't the creatures the group is looking for.

APPENDIX 3: CHARACTER REWARDS

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing off rewards they didn't receive during the session):

MAGIC ITEMS

WAND OF SECRETS

Wand, uncommon

The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn.

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

CONSUMABLES

POTION OF HEALING

Potion, common

You regain 2d4 + 2 hit points when you drink this potion.

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

APPENDIX 4: DUNGEON MASTER TIPS

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see *Adventure Primer*). Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO THE BORDER KINGDOMS STORYLINE?

Gamehole Con has been granted the ability to develop CCC (Convention Created Content) adventures for the Border Kingdoms. No other convention or organization outside of Wizards of the Coast has been granted this ability. Their region guide was written by Ed Greenwood and [you can get your copy on dmsguild.com](#). Border Kingdoms adventures can be run just the same as any other Adventurers League-approved content.

PREPARING THE ADVENTURE

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. Familiar 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 Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

ADJUSTING THIS ADVENTURE

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

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

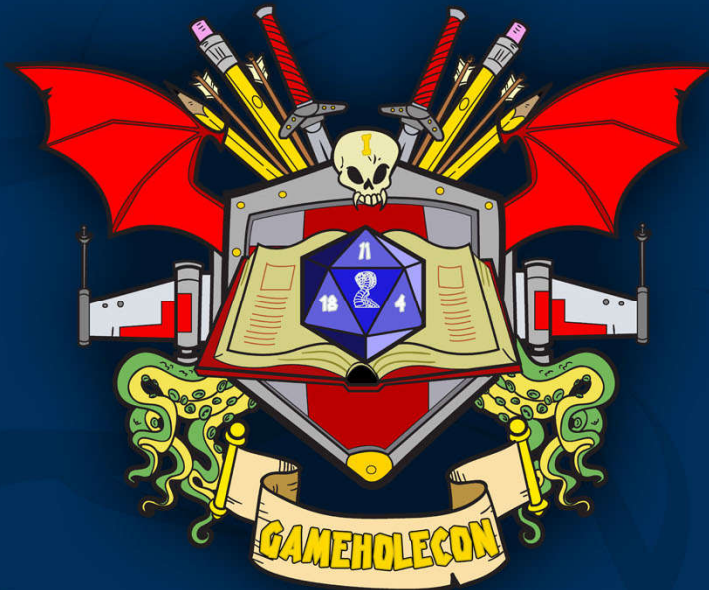


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