

SWAMP OF SORROW: BLOODPURGE VILLAGE

A TWO/FOUR-HOUR ADVENTURE FOR LEVEL 5-10 CHARACTERS

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CCC-STORM-02



Swamp of Sorrow

Bloodpurge Village

Bloodpurge, a bayou village in the Flooded Forest, has come under siege by malevolent powers. Many hunters in this shanty-town have gone missing. Desperate folk murmur rumors of evil lurking in the willow groves.

A Two/Four-Hour Adventure for Tier 2 Characters. Optimized for APL 8.

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Adventure Primer

Background

Only diehard traders do business in the Flooded Forest. These swamps sit two tendays away from any decent-sized town. Bloodpurge, a shanty-town on the northern edge of the Flooded Forest, is a supplier for venoms, poisons, and herbs.

Trouble stirs within the heart of the swamp. Many of the village's hunters and trappers are missing, including Lucas Seveldrom, the son of the previous mayor of Bloodpurge.

Lucas's adopted lizardfolk brother, Eshi'i Seveldrom, was found floating near the bayou docks, feverish and wounded.

The villagers blame Quintessa Blackwood, a warlock. The real fault is with a trio of hags named Blisterberry, Spittle, and Boarbristle. Quintessa spurned the coven's offer of an alliance. In revenge the coven began killing villagers and goading the catoblepas to attack herb-finding groups.

Quintessa retrieves the bodies and keeps the souls from fully leaving. The warlock is desperately trying to find someone capable of restoring the dead to life.

Episodes

The adventure's story is spread over three **story episodes** that take approximately 2 hours to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits, these are introduced in the adventure.

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Episode 1: Bloodpurge Village.** The adventurers are recruited to help the villagers and arrive in Bloodpurge. This is the **Call to Action**.
- **Episode 2: Quintessa's Hut.** The adventurers visit Quintessa, learn the fates of the missing villagers, and hopefully agree to thwart the coven's plans. This is **Story Objective A**.
- **Episode 3: The Copper Willow.** The hag coven fights the adventurers. The coven is assisted by allies and their mobile abode, an awakened willow tree. This is **Story Objective B**.

Bonus Objectives

However, this adventure also includes two, 1-hour bonus objectives that the characters can pursue if

they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Catoblepas Trouble.**

A catoblepas lives in the swamp and poses a constant threat to Bloodpurge. If it is driven away or slain, the villagers can do their work without fearing attack. See **Appendix 7**.

- **Bonus Objective B: The Green Man.**

The Seveldrom brothers are both under a curse. To counteract the enchantment the adventurers must get help from the Green Man, a weirwood treant. The Green Man requires the adventurers to capture a swamp linnorm alive and harvest the still-living serpent's venom. The Green Man can then create a remedy to break the curse. See **Appendix 8**.

Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes approximately two-to-four hours to play.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 **hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

Story Objectives Only. To complete the both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by **one or two hours** by utilizing the bonus objectives provided in the appendices. These objectives branch off Episode 1 and 2, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.

Bonus Objective A: Catoblepas Trouble can come from a direct request from Bloodpurge's villagers, or after meeting Quintessa.

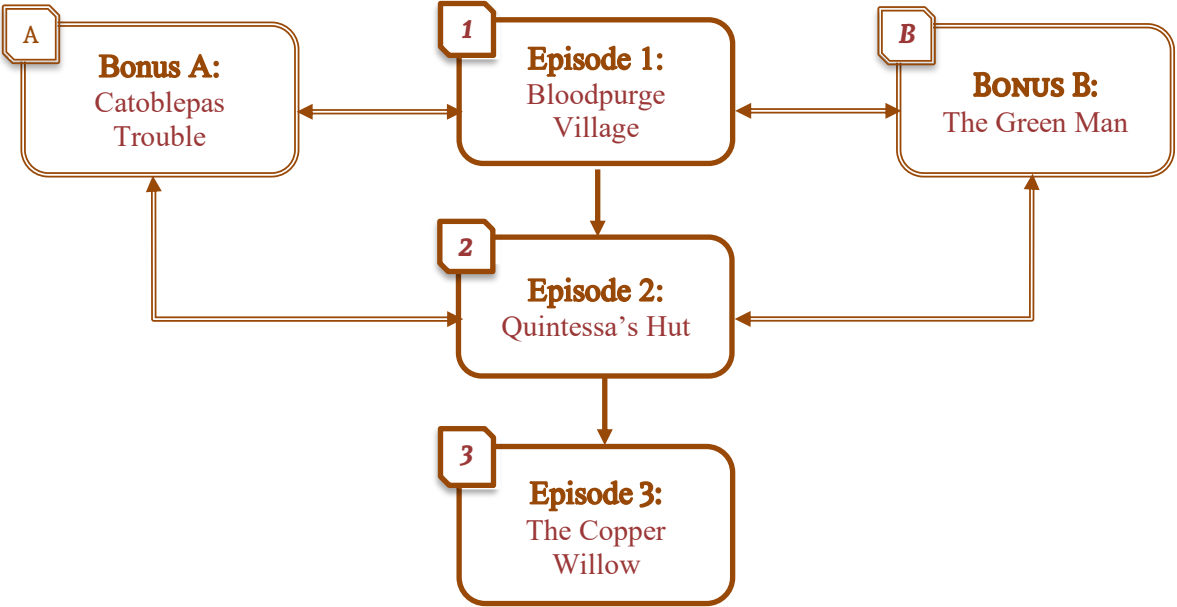
Bonus Objective B: The Green Man can also come from a request from either the villagers or Quintessa.

Many Eyes in the Swamp

The coven has many tools at its disposal. As soon as the adventurers enter the Flooded Forest proper, the coven knows. They learn this via their dark magic, the murmuring of their plant allies, and even their summoned beasts from the hag's *bag of tricks*. This means that the coven cannot be surprised and will always be prepared for the adventurers.

Episode Flowchart

This section provides a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.



Episode 1: Bloodpurge Village (Call to Action)

Estimated Duration: 20 minutes

Setting Description

The adventurers are hired by Mason Orule, a villager and herb harvester, and tasked with solving the village's woes.

Area Information

Area features:

Dimensions & Terrain. Bloodpurge itself is a tiny village named after a swamp herb. Originally a trapper's camp, it has grown over a decade. Eighty or so people live here. The village has a network of ramshackle docks built along the south edge.

Lighting. Light in the swamp ranges from darkness to dim light. During the night there is only inky blackness. All of the village's flat-bottomed skiffs have a lantern holder on the bow. Bloodpurge itself ranges from dim to bright lighting and is lit by lanterns and mallow torches.

Current Events

Mason Orule tell the adventurers that dark things have been happening. Eshi'i was found floating near the docks. He was feverish, severely wounded, and without Lucas Seveldrom, his brother.

Eshi'i is feverishly babbling about witches, ghost trees, and glowing pumpkins. The swamp fever is addling his mind. Normally this wouldn't be an issue as Bloodpurge's herbalists are well versed in dealing with common ailments. Unfortunately, lizard folk physiology is strange, and the healers are left merely drying Eshi'i's feverish head. There are no magic healers in Bloodpurge, and the villagers don't dare take Eshi'i elsewhere.

Restoration magic, lay on hands, or other similar magic will help stabilize Eshi'i. Unknown to the villagers, his illness is actually caused by a curse. This curse can only be fully broken by destroying the hag coven or seeking help from the Green Man, a weirwood treant.

Bloodpurge and the Flooded Forest

Bloodpurge is a shanty-town situated in the Flooded Forest bayou. Bloodpurge's residents are hardy, no-nonsense folk that make a living by harvesting snake venom and plants such as bloodpurge, redflower, and spirit moss. They are wary but not hostile.

Bloodpurge's villagers are desperate. The village's best hunters and trappers have gone missing.

Making matters worse, the native wildlife is riled up and more aggressive than usual. Also, some of the beasts are phenomenally swollen. For example, tiny leeches are now viper-sized.

This is a problem for the region's herbalists and traders, as many poisons, antitoxins, and medicinal herbs come from the Flooded Forest's depths.

Seveldrom History

Marcus Seveldrom, the village's unofficial leader, was killed in the swamp years ago, leaving his two sons in power. Eshi'i, the Seveldrom's adopted lizardfolk son, was saved while still in the egg when Marcus Seveldrom stopped a catoblepas rampaging through a lizard folk village. When the egg hatched, Eshi'i imprinted on the family and was raised as a Seveldrom.

What's Next (Next Episode)

The villagers suggest that the adventurers seek out Quintessa Blackwood, a swamp witch. Most of the villagers are convinced that Quintessa is responsible for their troubles, but lack evidence. This is **Episode 2: Quintessa's Hut**.

Optionally, the villagers may suggest the adventurers seek help from the Green Man, a talking weir-tree. With the Green Man's help, Eshi'i can be healed. This is **Bonus Objective B: The Green Man**.

Also optional, the villagers or Eshi'i can tell stories about fighting the catoblepas, its death gaze, and Eshi'i talks about trying to save Lucas. This leads to **Bonus Objective A: Catoblepas Trouble**.

Call to Action

The characters are asked to help find Bloodpurge's missing villagers. The adventure opens as the party enters Bloodpurge.

Sample introductory hooks include:

Warlock Rumors. Perhaps adventurers hear rumors of a powerful warlock in the swamp.

Friend of the Seveldroms. The adventurers may know some of the Seveldrom family via friendship, business, or merely reputation.

Open for Business. The adventurers may need to help their allies. This can include ensuring villagers keep harvesting goods in the Flooded Forest.

Episode 2: Quintessa's Hut (Story Objective A)

Estimated Duration: 40 minutes

Setting Description

With either Eshi'i's or the villager's directions, the adventurers locate the warlock's island. The small hillock is covered with thick thorn-bushes, ferns, and vines. Keen-eyed adventurers spot or smell smoke rising from the hut's chimney. There is a young man sitting on the front steps. He is placidly gazing out into the swamp.

The cottage is **Scene A. The Cottage**. The garden is **Scene B. The Corpse Garden**. They can be explored in either order.

Prerequisites

Talking to Eshi'i or otherwise learning the location of Quintessa's hut.

Story Objective A

Parley with Quintessa and learn about the hag coven and (optional) Green Man.

Area Information

This area features:

Dimensions & Terrain. A tree-covered hillock rises out of the swamp muck. On the hillock's clearing is a simple cottage. On the southern side of the cottage is a garden growing pumpkins, cabbage, kale, and other crops. A stone cistern is by the door.

The garden is well tended. Anyone with a passive Perception of 15 or higher notices the garden's pumpkins appear strange, like glass or crystal.

Lighting. During the day, the area is brightly lit. The clearing allows in sunlight. At night, it is dimly lit by moonlight and dim light from a fire is visible through the cottage windows.

The pumpkins are glass soul traps Quintessa is using to hold the spirits of those killed by the coven. She needs to keep the souls until she finds a way to restore the villagers to life.

So far, she has only succeeded at reanimating Lucas as undead, and even his undeath is temporary.

Scene A. The Cottage

The adventurers approach the cottage. Glass wind chimes tinkle on the wind outside the log building. An open-air stone cistern is outside the front door. Looking inside, the water looks clear and drinkable. The cistern holds a **water weird** that only attacks to defend Quintessa.

Quintessa is wary of armed strangers and hasn't had good luck with travelers. This is part of why she is living in this secluded glade.

She'll parley and be helpful. She'll willingly talk about Bloodpurge and the coven. It takes more effort to find out about Lucas and the corpse garden.

Quintessa Blackwood

Quintessa (**warlock of the Archfey**) wants to stop the carnage but can't defeat the coven. The coven asked her to join them and help destroy Bloodpurge. When Quintessa refused, the coven began to kill villagers, pinning the blame on her.

Objectives/Goals?

- She wants to destroy the hag coven.
- She wishes to bring the Lucas and the other villagers back to life.
- Wishes to live peacefully with Lucas.

What Does She Know?

- The description and names of the hag trio.
- She knows the coven lives in a walking willow tree. It roams the swamp.
- People fear and hunt warlocks. She has hidden here and hopes to live in peace.
- She has preserved the dead villagers.
- She reanimated Lucas but can't restore him to life.
- Lucas would come see her while hunting, and she fell in love with him over time.

Lucas Seveldrom

Lucas Seveldrom (**zombie**) is caught in undeath. He is oblivious, and his eyes don't focus. A successful DC 12 Wisdom (Perception) skill check reveals he's covered with fresh soil and doesn't appear to be alive. He mumbles softly but doesn't say anything.

Scene B. The Corpse Garden

During the day, they see a red-haired human woman kneeling in the pumpkin patch. The garden has neat rows of produce. A stuffed scarecrow sits in the patch. At night, the garden is unprotected.

A low wicker fence marks the garden perimeter. With a successful DC 13 Wisdom (Perception) check the adventurers see Quintessa is holding a hand jutting out of the soil.

Approaching, the adventurers notice the pumpkins are made of glass and are growing in evenly spaced rows about ten feet apart. *Detect magic* reveals an aura of necromancy. A successful DC 13 Intelligence (Arcana) check identifies the glass pumpkins are functioning as a *gentle repose* spell.

Searching further, it becomes evident there are a dozen corpses shallowly buried under the dirt. Each grave has a glass pumpkin instead of a gravestone.

Shattering the Glass Pumpkins

Each pumpkin works as an arcane focus for *gentle repose*. Shattering a pumpkin releases the spirit, and the corpse immediately decays.

Quintessa is furious if she finds out the adventurers have smashed any pumpkins, and demands their assistance destroying the coven, saying, "Now you need to right your mistake."

Slaying Quintessa

If Quintessa is slain, the pumpkins all implode silently and a bitterly cold wind swirls around the cottage. Lucas collapses in a heap, forever dead.

In this case, the coven attacks as the adventurers return to Bloodpurge. Blisterberry and Spittle cackle and mockingly thank the adventurers, saying "Thank you for taking care of that foolish witch. Her heart was in the right place, but now it'll just be delicious."

The adventurers fail in Objective A if they're aggressive, attack, or slay Quintessa.

The Hag's Curse and the Green Man

Quintessa has paused death for the dead villagers and reanimated Lucas. Neither of these outcomes are optimal.

If the adventurers attempt to use *raise dead*, *revivify*, or other death-defying magic, the spells fail. On a DC 13 Intelligence (Arcana) check, the adventurers learn that the villager's corpses have a dire curse upon them. Breaking the coven breaks this curse.

Quintessa optionally directs the party towards the Green Man, a treant. With this help, Lucas can possibly be returned to life. This is **Bonus Objective B: The Green Man.**

Episode 3: The Copper Willow (Story Objective B)

Estimated Duration: 60 minutes

Setting Description

The hag's willow tree waits deep within the Flooded Forest. This sentient, copper-hued willow tree serves as the coven's siege weapon and abode.

The tree's resting place is usually chest-deep swamp water. This forces opponents to fight the coven in difficult, dangerous terrain.

The coven has spies throughout the swamp, and knows the adventurers are coming. Additionally, Blisterberry owns a *tan bag of tricks*. Every dawn, she conjures three beasts to serve the hags.

Alternate Introduction (Quintessa is Slain)

If Quintessa is slain, when the adventurers return to Bloodpurge the village is under attack. The shanty-buildings are on fire or collapsing into the swamp, and dead villagers are strewn about.

Amidst the smoke and chaos strides a huge willow tree. The adventurers can hear screaming cackles and sinister threats from the tree-top.

Prerequisites

Learning the location of the hag's willow tree from Eshi'i or Quintessa.

Story Objective B

Defeat the coven.

Area Information

This area features:

Dimensions & Terrain. This dark hollow is filled with either knee-high (shallow) or chest-deep (deep) water. Boarbristle hides under the deep water and springs an ambush to initiate combat.

This swampy area is difficult terrain and also poses a drowning hazard to prone or unconscious creatures.

Lighting. During the daytime, the Flooded Forest is dimly lit. At night, there is darkness. The hags all have darkvision, so don't need torches or lamps.

Treasure & Rewards

- **Magic Items.** Blisterberry the night hag possesses a *tan bag of tricks*, which she uses at dawn.

Scene A. The Copper Willow

Three hags named Blisterberry (**night hag**), Spittle (**sea hag**), and Boarbristle (**annis hag**) live in the boughs of their sentient, mobile copper-hued willow tree. These three hags form a coven. The willow tree functions as a mobile tower. The hags hurl curses and spells while hiding amongst the branches.

The hag's strategy includes positioning the willow so attackers are forced to wade in deep water. Additionally, Spittle will use her *tan bag of tricks* at dawn each morning to conjure three animals to assist the coven in their daily tasks.

If the adventurers have a boat, Boarbristle attempts to hide under the water and capsize the craft, tumbling the adventurers into the water.

Conjured Animals from the Bag of Tricks

Either roll randomly for Spittle's three beasts conjured from the *bag of tricks*, or use these predetermined results: **baboon, jackal, giant weasel**.

Scouting Ahead, Spies, and Scrying

The adventurers may scout ahead or use stealth. Doing so may avoid being surprised. However, the hags can't be surprised, as they have minions throughout the swamp (equal to a *scrying* spell).

On a successful DC 15 Intelligence (Arcana) skill check, the adventurers know they're being watched. They may see crows, rats, and frogs watching them, or hear faint whispers carried on the breeze.

The Willow Tree

The **awakened tree** is loyal to the hags and serves them without fail. The coven rides in the upper branches, where they have three-quarters cover.

If the tree is destroyed, it topples into the swamp. Creatures in the path of the falling willow must succeed on a DC 12 Dexterity saving throw or else suffer 10 (3d6) bludgeoning damage and be knocked prone and restrained.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Boarbristle is a **sea hag**.
- **Weak:** Boarbristle is a **night hag**.
- **Strong or Very Strong:** Spittle is a **night hag**.

Conclusion

There are a few paths to resolution. One is that Quintessa is slain, and the adventurers find Bloodpurge ablaze when they return to the village.

Another, more positive outcome is that Quintessa or Eshi'i directs the adventurers towards the willow tree, and the hag's plans are thwarted. In this case, Quintessa becomes a silent benefactor and protector of Bloodpurge.

If the catoblepas is defeated, the swamp becomes less oppressive, and the villagers are grateful.

If the Green Man assists the adventurers, Eshi'i's fever abates after several days, and he is able to resume his duties. Likewise, the Green Man is able to help Quintessa return Lucas to life, and Lucas returns to leading Bloodpurge. After several years, Lucas and Quintessa leave the Flooded Forest.

If Lucas remains undead, eventually his zombie body decays and he collapses. Quintessa mourns his loss and seeks solace in the Flooded Forest.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive **1** advancement checkpoint and **1** treasure checkpoint for each **story** objective that they complete, as follows:

- **Story Objective A:** Parley with Quintessa and learn about the hag coven and (optional) Green Man.
- **Story Objective B:** Defeat the hag coven.

The characters receive **1** advancement checkpoint and **1** treasure checkpoint for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Drive the catoblepas away or kill the monstrosity.
- **Bonus Objective B:** Entreat with the Green Man and gather the ingredients for the treant's remedy.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure unlock:
Bag of Tricks (Tan). This tan bag is stitched together out of a half-dozen patches of bristly, indistinct fur. While holding it, you occasionally feel something rustling inside. This item can be found in **Appendix 9**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

Eshi'i Seveldrom (ESH ee). Eshi'i is a male lizardfolk trapper who was adopted by the Seveldrom family. Marcus Seveldrom rescued Eshi'i's egg from a rampaging catoblepas. Eshi'i is the last known survivor of his tribe and imprinted on the Seveldrom family immediately after hatching.

Eshi'i's instincts are a huge boon to Bloodpurge, and his hunting prowess plays a crucial role in his family's ascension to power in the Flooded Forest backwater.

Personality: *Instinctual but civilized hunter.*

Ideal: *"I need to help my adopted family thrive."*

Bond: *"Lucas is my chief-brother. I'd die for him."*

Flaw: *"I don't understand warmblood habits."*

- **Quintessa Blackwood (QUINN tess ah).** Quintessa is a warlock of the Undying. She is being blamed for the missing villagers. Quintessa is not the cause of the deaths and is trying to find a way to revive the dead. She knows that the hag coven is killing people, and the coven's location.

Personality: *Filled with sorrow.*

Ideal: *"I am mistress of my own life."*

Bond: *"Life with Lucas meant I had a partner."*

Flaw: *"My pact means death follows me."*

- **Lucas Seveldrom (LU kass).** Lucas, Eshi'i's brother and the de facto mayor of Bloodpurge, is currently missing. Lucas is also a talented hunter and trapper, and often has a friendly rivalry against Eshi'i to see who the best hunter is.

Personality: *Gritty and strong, but youthful.*

Ideal: *"The Flooded Forest won't master me."*

Bond: *"Quintessa knows the struggles of life."*

Flaw: *"One more blow and that catoblepas will die."*

- **Blisterberry, Spittle, and Boarbristle (Coven).** These three hag-sisters want revenge against Quintessa for spurning their offer to form an alliance. Now, the coven's wrath is also aimed at Bloodpurge and the Seveldrom family.

Personality: *Wretched trio that love misery.*

Ideal: *"Once Quintessa is gone, we win."*

Bond: *"My sisters and I love causing pain."*

Flaw: *"I loathe my coven as much as I need them."*

- **Bloodpurge (BLOD purgh).** Bloodpurge is a tiny village named after a swamp herb. Originally a trapper's camp, it has grown over a decade. Eighty or so people live here. The village has a network of ramshackle docks built along the south edge.

Personality: *Weary and tired. Determined.*

Ideal: *"It takes an iron will to make it here."*

Bond: *"We're stronger than this swamp."*

Flaw: *"Death is almost expected."*

Appendix 2: Creature Statistics

Annis Hag (Boarbristle)

Large fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

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

Saving Throws Con +5

Skills Deception +5, Perception +2

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

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant, Sylvan

Challenge 6 (2,300 XP)

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

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

Actions

Multiattack. The hag 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.

Awakened Tree (Copper Willow)

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages Sylvan

Challenge 12 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Baboon

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	4 (-3)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages --

Challenge 0 (10 XP)

Pack Tactics. The baboon has advantage on an attack roll against a creature if at least one of the baboon's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

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

Catoblepas

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages --

Challenge 5 (1,800 XP)

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

Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

Actions

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5–6). The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

Giant Weasel

Medium beast, unaligned

Armor Class 13

Hit Points 9 (2d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	4 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages --

Challenge 1/8 (25 XP)

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

Actions

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

Jackal

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 0 (10 XP)

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

Pack Tactics. The jackal has advantage on an attack roll against a creature if at least one of the jackal's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

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

Sea Hag (Spittle)

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 40 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Actions

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

Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

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

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

Night Hag (Blisterberry)

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

Skills Deception +7, Insight +6, Perception +6, Stealth +6

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

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *magic missile*

2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

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

Actions

Claws (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target

dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

Warlock of the Archfey (Quintessa)

Medium human, neutral

Armor Class 11 (14 with *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)

Saving Throws Wis +3, Cha +6

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

Condition Immunities charmed

Senses passive Perception 11

Languages Common, Sylvan

Challenge 4 (1,100 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): *blink*, *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.

Water Weird

Large elemental, neutral

Armor Class 13

Hit Points 58 (9d10 + 9)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

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

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses blindsight 30 ft., passive Perception 10

Languages Aquan understands but doesn't speak

Challenge 3 (700 XP)

Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

Actions

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

Will-o'-Wisp

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

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

Damage Immunities lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages The languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Wyvern (Flooded Forest Linnorm)

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages --

Challenge 6 (2,300 XP)

Actions

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

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

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Linnorms

Unlike most wyverns, linnorms lacks arms or claws. They resemble a large, winged swamp viper with a jutting poison stinger at the end of their tails. In combat, simply replace a linnorm's claw attack with a bite attack.

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Skills Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common but doesn't speak

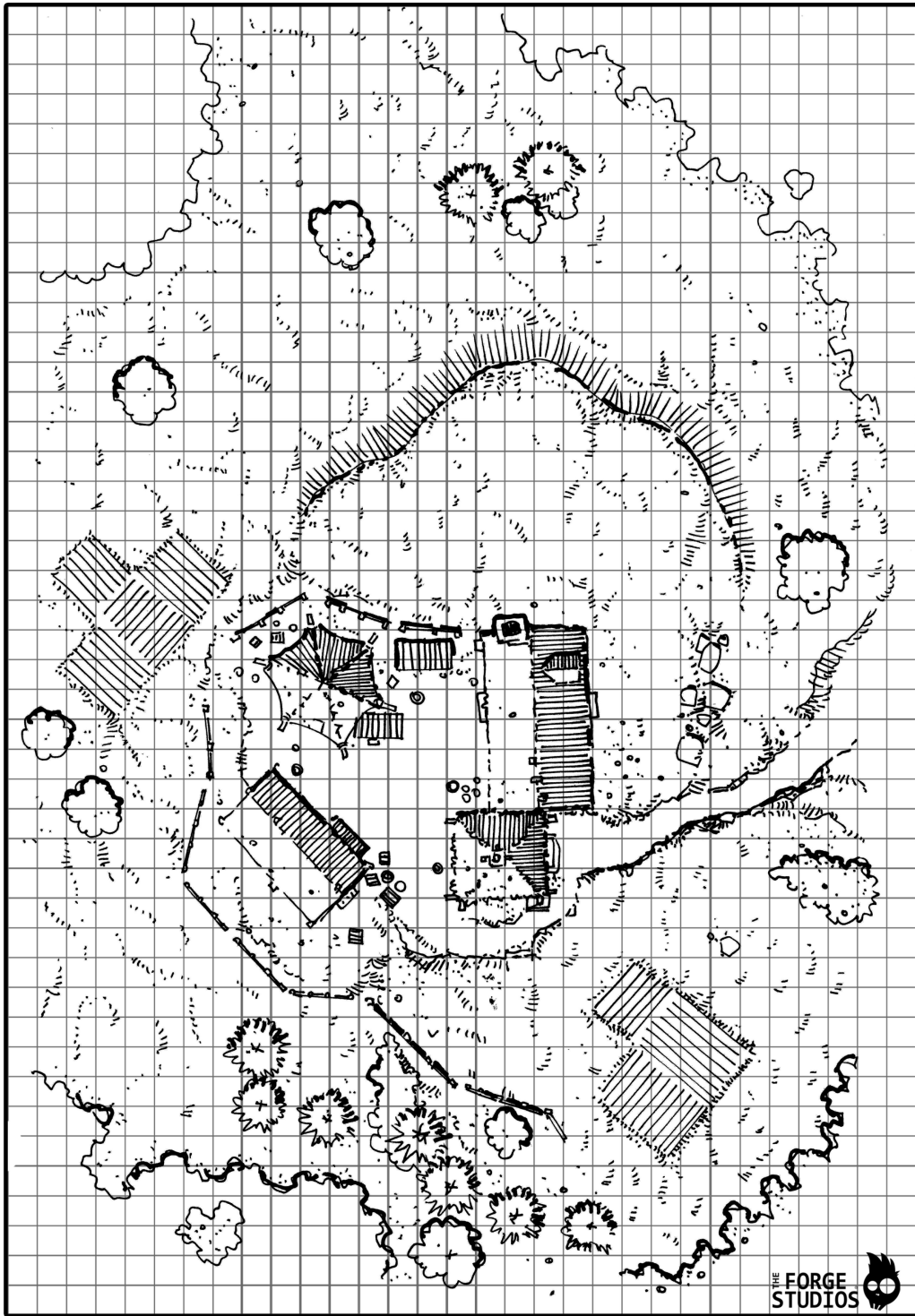
Challenge 1/4 (50 XP)

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

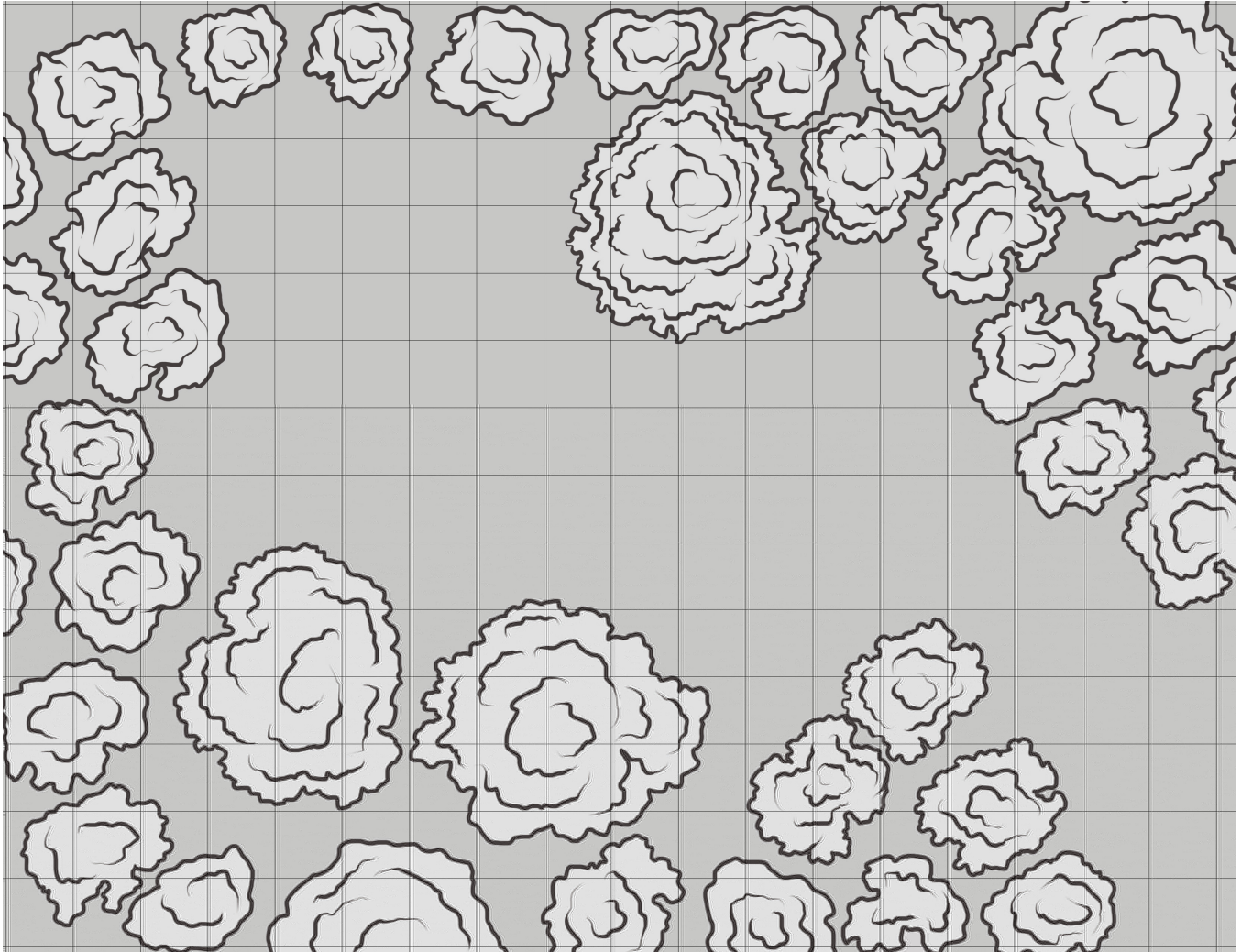
Actions

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

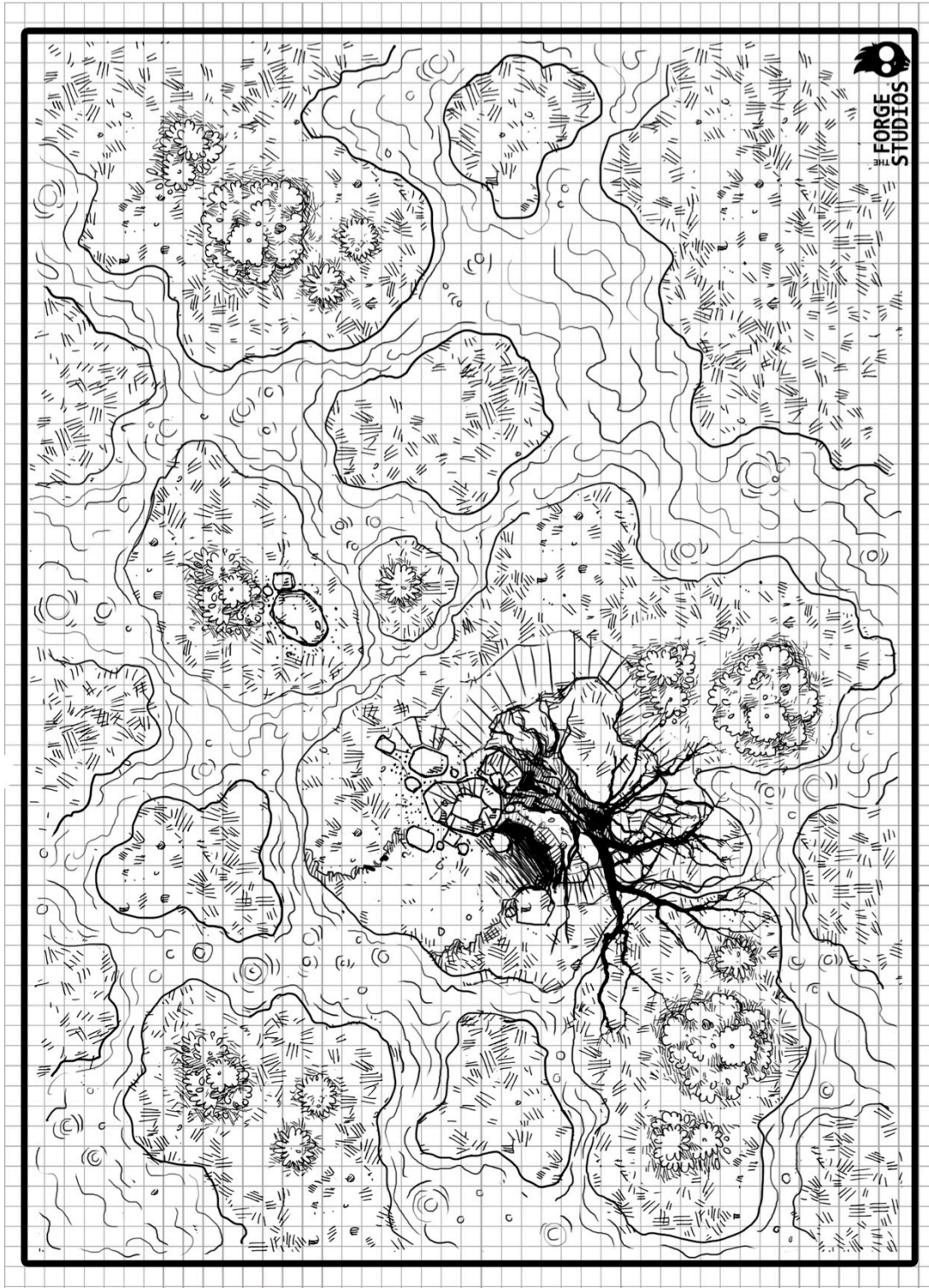
Appendix 3: Quintessa's Hut Map



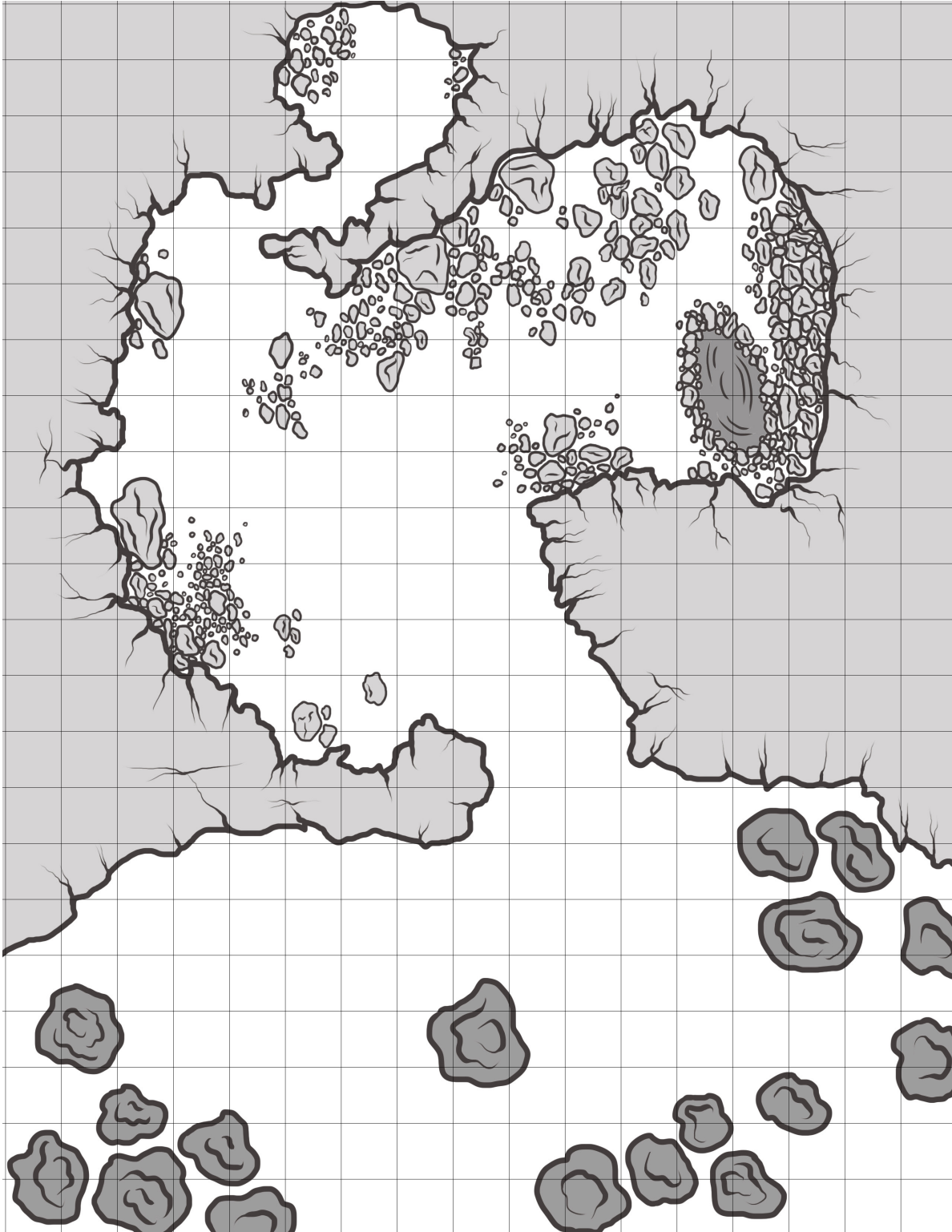
Appendix 4: The Copper Willow Map



Appendix 5: Catoblepas Den Map



Appendix 6: The Linnorm's Lair Map



Appendix 7: Catoblepas Trouble (Bonus Objective A)

Estimated Duration: 60 minutes

Setting Description

Getting to the catoblepas den requires travel into the swamp. The villagers can loan the adventurers one of their flat-bottomed skiffs.

Approaching the den, the environs become dark and twisted. Six-legged frogs scramble off of rotten logs, and swollen mosquitos latch onto exposed skin.

Prerequisites

The villagers may ask the adventurers to clear out the catoblepas, which killed Marcus Seveldrom and often pursues villagers.

Story Objective B

Defeat the catoblepas.

Area Information

This area features:

Dimensions & Terrain. This area of the bog smells especially fetid. Closer to the den, there's the stench of death. The vegetation here is black and rotten.

Piles of carrion, including decaying human corpses, protruding from the mud.

Lighting During the daytime, this bog is dimly lit. Will-o'-wisp flit through the swamp at night, lighting the swamp with flickering green and violet lights.

Scene A. The Catoblepas Den

The **catoblepas** is a stubborn creature. It dominates this part of the swamp, and its corrupting presence has warped the flora and fauna. The monstrosity's den is easily found, as the stench and rot can be smelled for hundreds of feet.

The villagers describe the catoblepas as having "a giant boar's body. It has a long neck, on which sits a tusked warhog head. The catoblepas stinks of death, and it rots and corrupts anything it gazes at."

The catoblepas enjoys rolling in this filth, giving it camouflage. The catoblepas will hide in the muck and attempt to use its death ray on surprised targets. It will attack the first adventurer it sees and unceasingly target that adventurer, only moving onto a new target when the first target is dead.

Additionally, there's four **will-o'-wisps** that haunt the swamp near the den. Usually invisible, these undead will attack weak-looking targets, hoping to consume the life of these foolish adventurers.

These will-o'-wisps also serve as spies for the hags, and one or more may instead turn invisible and flit off through the trees to warn the coven.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove three **will-o'-wisps**.
- **Weak:** Remove one **will-o'-wisp**.
- **Strong:** Add one **catoblepas**. Add one **will-o'-wisp**.
- **Very Strong:** Add two **catoblepas**. The third catoblepas has 62 hp (adolescent offspring).

Appendix 8: The Green Man (Bonus Objective B)

Estimated Duration: 60 minutes

Setting Description

There's a weirwood grove southwest of Bloodpurge. The largest of these magical trees is a treant called the Green Man.

The Green Man knows the medicinal qualities of every herb, plant, and beast that is found in the Flooded Forest. In order to make the remedies for Lucas and Eshi'i, the treant requires venom from a living forest linnorm.

Prerequisites

The villagers may direct the adventurers to the Green Man to help Eshi'i, or Quintessa may explain that the treant is Lucas's only hope.

Story Objective B

Obtain venom from a still-living forest linnorm. The adventurers cannot kill the linnorm.

Area Information

This area features:

Dimensions & Terrain. Thick moss and lichen cover every tree in this weirwood grove. Clumps of ferns cover the muddy ground. The grove is lush and green. The trees are spread out, and it requires some searching to locate the treant.

If the adventurers arrive at night, the Green Man is asleep and snoring loudly. He is easily awoken.

Lighting. The weirwood grove is dimly lit during the day. At night, the grove is dark. Will-o'-wisps can be seen between trees, but they're non-hostile.

Scene A. The Weirwood Grove

The Green Man (**treant**) is ancient. He's spent centuries talking to the Flooded Forest flora and fauna. He knows the magical and medicinal uses for anything native to the swamp.

The treant is adorned with blooming flowers regardless of the season and has a massive moss patch that resembles a long, grey beard.

Finding the Green Man

After an hour in the weirwood grove, the adventurers hear a resonant bass voice coming from a massive, gnarled tree. It appears to be deep in a one-sided conversation with a giant rat. The rodent is consuming a puffball mushroom and doesn't seem to care or understand the rumbling monologue coming from the treant.

The Green Man, to his credit, is warning the giant rat about the various paralytic qualities of puffball mushrooms. Just about the time the rat grows stiff and falls over, the treant notices the adventurers.

Tree Conversations

Unlike many trees, the Green Man is verbose. He will spend hours telling rambling monologues that often tangent into zoology lectures and lessons about herbology. He's immensely wise but lacks focus.

The Remedy

If the adventurers describe the Seveldrom's issues, the Green Man identifies the cause as a hag's curse. He mumbles a lengthy and incomprehensible explanation about herbal tinctures and leaf qualities.

At the end of his diatribe he directs the adventurers to fetch a dose of venom from "that energetic little feller down by the lightning-struck tree at the fork of the river". He gives directions to **Scene B. Linnorm's Lair**, but the Green Man is vague about the actual nature of the linnorm, just specifying that the venom needs to be extracted while the "little guy" is still alive, and that "you can't kill my fella, he's very mellow. Good company."

Scene B. Linnorm's Lair

The linnorm (**wyvern**) that the Green Man calls “that energetic little feller” lives in a muddy lair partially submerged under the river's edge. At the river's fork is a lightning-blasted tree stump.

Unlike most wyverns, linnorms lacks arms or claws. They resemble a large, winged swamp viper with a jutting poison stinger at the end of their tails. In combat, simply replace a linnorm's claw attack with a bite attack.

Area Information

This area features:

Dimensions & Terrain. The river is slow and turgid. Gnawed and shattered bones are haphazardly pressed into the mud and scattered up and down the riverbanks.

Lighting The riverbank is dimly light during the day, and dark at night. The interior of the linnorm's den is dark.

Finding the Lair

The lair's entrance is obscured by grasses. Drawing near, humanoid and animal bones are embedded in the mud. A DC 12 Wisdom (Survival) check finds large, serpentine tracks in the mud. There are no claw marks.

The Linnorm

The linnorm's den is partially submerged. Depending on the time, the linnorm may be out hunting for food or resting after eating.

The dragon-kin doesn't have a set schedule, and fears nothing except the catoblepas. The two creatures dwell far apart, and the linnorm can simply avoid its rival.

If the adventurers aren't quiet, the linnorm will attempt an ambush on the first creature to enter its lair, striking with fangs and poison stinger.

Linnorms are exceptionally stupid, and it takes little effort to lure the raging dragonkin out.

Obtaining the Venom

Once the linnorm cannot move (restrained, stunned, unconscious, grappled, etc.) it requires ten combined harvesting actions to milk the stinger. Harvesting actions from adventurers with proficiency with

poisoner's kits counts as three actions for purposes of this combined effort.

The Remedy

The Green Man has gathered a wide array of bizarre looking fungus and herbs. When the adventurers return with the venom, the treant mixes the linnorm's poison into a sticky green paste. This process is accompanied by an ongoing monologue about spore ratios and flower measurements.

The Green Man gives instructions to apply the poultice to the foreheads of the afflicted. This unguent both removes Eshi's fever and restores Lucas to life.

The Seveldrom brothers are weakened from their ordeals and need rest. They are unable to assist the adventurers in defeating the coven. The villagers and Quintessa are grateful and offer room and board.

Slaying the Linnorm

If the linnorm is slain (either before, during, or after the venom is obtained), the Green Man hears about the death before the adventurers return to his grove. The treant yells at the adventurers, “You'll have no friends of land, sea, or air until you leave my wood.”

In this case, each adventurer needs to make a DC 15 Wisdom saving throw or be cursed. The treant then turns his back and marches into the weir grove. The adventurers fail the objective and **each adventurer earns the Story Award: The Green Man's Ire.**

The Green Man's Curse

If the Green Man curses an adventurer, the target has disadvantage on all saving throws and attack rolls when they are within the Flooded Forest. The curse is only removable by a treant.

If the adventurers slay the Green Man, the curse doesn't end and becomes unremovable except via *wish*.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **linnorm** has 72 hp.
- **Weak:** The **linnorm** has 85 hp.
- **Strong:** Add a second **linnorm**. Each linnorm has 85 hp.
- **Very Strong:** Add a second **linnorm**.

Appendix 9: Story Award

Characters completing this adventure's objective may earn this story award.

The Green Man's Ire

You disobeyed the Green Man and slew the linnorm of the Flooded Forest. When the treant yelled, "You'll have no friends of land, sea, or air until you leave my wood", you felt the tree's anger.

You failed to accomplish the Green Man's quest and have made enemies out of the ancient treants of the Flooded Forest.

This story award could have an effect in a later adventure.

Appendix 10: Magic Item

Characters completing this adventure's objective unlock this magic item.

Bag of Tricks (Tan) (Magic Item Table F)

Wondrous item, uncommon

This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs 1/2 pound.

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color. See the **Monsters Listing** for the creature's statistics. The creature vanishes at the next dawn or when it is reduced to 0 hit points.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

This tan bag is stitched together out of a half-dozen patches of bristly, indistinct fur. While holding it, you occasionally feel something rustling inside. This item is found on **Magic Item Table F** in the *Dungeon Master's Guide*.

Tan Bag of Tricks

d8	Creature
1	Jackal
2	Ape
3	Baboon
4	Axe beak
5	Black bear
6	Giant weasel
7	Giant hyena
8	Tiger

Appendix 10: Dungeon Master Tips

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.

New to D&D Adventurers League?

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

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. 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 one if they’re outside its level range.

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 Wisdom (Perception), and anything specified as notable by the adventure (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). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

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

Point players to the D&D Adventurers League 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

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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