



The Murmuring Hollow Of The Flooded Forest

A Greasy Snitches Adventure



A threatening presence has been discovered in the Trollcrag mountains, causing troubled hearts in Ylraphon. Greater threats may be much closer to home, however. The Dragul Orcs of the Flooded Forest are being slaughtered. In their desperation, they are turning to Ylraphon for salvation. What dark threats await you in the Murmuring Hollow of the Flooded Forest? Part 2 of the Dead Gods Collide Series.

A Two-Hour Adventure for Tier 1. Characters. Optimized for APL 3.

CREDITS

Lead Designer: Lanz Frago

Editing: Paul Gabat, Niccolo Estrella, Kevin Crisostomo
D&D Adventurers League Guildmaster: Chris Lindsay

Art Director & Graphic Design: Rich Lescouflair

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

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

Playtesters: Enya Temblor, Howell Tse, Noel, Carlo San Jose

Maps: Lanz Frago

ADVENTURE PRIMER

“No! You lie! You have rigged the drawing of the lots, hoping to cheat me and my followers! But One-Eye never sleeps. One-Eye sees all. There is a place for orcs to dwell—here! This is where orcs shall dwell! Here, they will survive, and multiply, and grow stronger, and a day will come when they cover the world, and they will slay all of your collective peoples! Orcs shall inherit the world you sought to cheat me of!”

—Gruumsh, *Unearthed Arcana*

BACKGROUND

A band of roving orcs never spells well for human settlements, so when a group of Dragul Clan orcs were reported to be seen in the outskirts of **YLRAPHON, CORA IRONHEART**, the young daughter of Ylraphon’s mayor, summons adventurers to investigate.

To everyone’s surprise, the group of orcs turn out to be a refugee party, seeking sanctuary. The Dragul Orcs have taken up worship of **SERIACH, THE HELLHOUND WHISPERER**. The surviving group reached out to the human village, in fear of other orc clans finding out about their heresy against Gruumsh. Should the other clans find out, they would only have death to look forward to.

A cult of Seriach summoned a living sliver of **MURMUR**, a blood demon dedicated to the **ELDER ELEMENTAL EYE**. The **ASPECT OF MURMUR** is a fragment of the **VOIDHARROW**, the dead universe that imprisons **THARIZDUN**. They intend to unleash this upon another cult, the Cult of the Herald of the Chained Spiral, potentially harming everyone in the way, including the people of Ylraphon.

EPISODES

The adventure is spread over **three to five episodes** that take approximately **two to four hours** to play. These episodes are initially introduced by a Call to Action episode.

If you’re planning on running 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: In the Arms Of Luthic. **Cora Ironheart** asks the adventurers to confirm the rumors that a band of Dragul Orcs have been seen in the outskirts of the village. Finding the Dragul Orcs, the leader of the band, a Luthic Priestess named **Oriya** begrudgingly asks the adventurers for their help, informing them of the situation, and what it would cost them if is not rectified. This is the **Call to Action**.

Episode 2: Echoes of What Was. Having agreed to aid the orcs in reclaiming their tribe, the adventurers must travel through the **FLOODED FOREST** to find the **DRAGUL CAMP**.

Episode 3: Whispers of The Forgotten. As they reach the camp, the adventurers find the encampment destroyed, as the **ASPECT OF MURMUR** has broken free while the **CULTISTS OF SERIACH** are away. They must find the Aspect of Murmur and destroy it before it causes more harm to anyone else.

BONUS OBJECTIVES

The adventure includes two bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement checkpoints** and **treasure checkpoints** in the process. These bonus objectives are found in this adventure’s appendices, as follows: aliqua.

- **Bonus Objective A: What Lies Forgotten.** On the way to Murmur’s Hollow, the adventurers discover a cave in the swamp. The ritual summoning for the Aspect of Murmur went too well in here—it summoned more than just the aspect. Investigate and subdue the horror that awaits within the cavern. This bonus objective is found in **(Appendix 4)**
- **Bonus Objective B: The Purge.** The cultists of Seriach have defiled the Dragul Orcs’ sacred site in the Flooded Forest. Face the cultists and vanquish their influence on the orcs. This bonus objective is found in **Appendix 5**

EPISODE SEQUENCE

How will you play?

The duration of the 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 pursuing the bonus objectives.

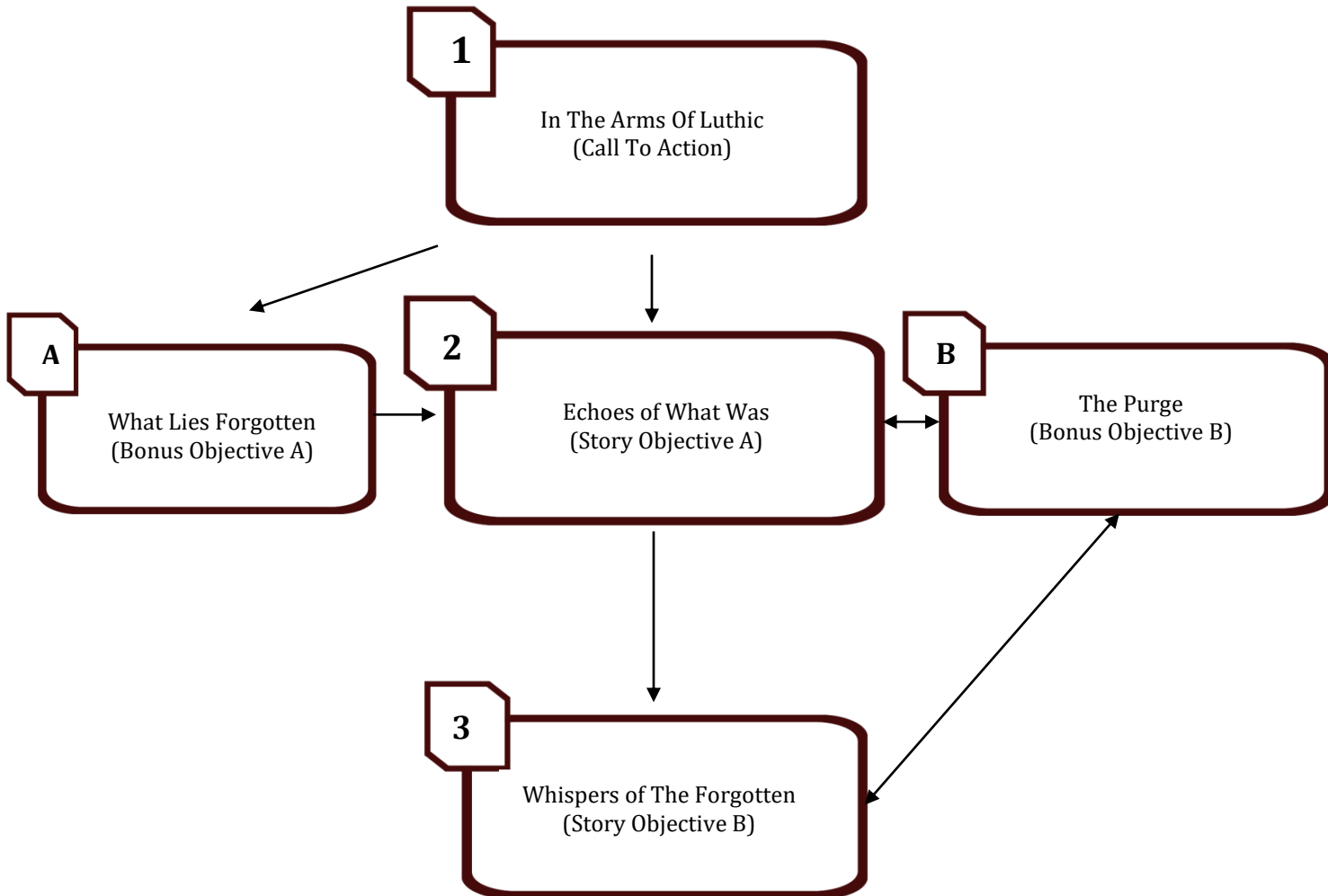
Story Objectives Only. To complete both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by one to two hours by utilizing the bonus objectives. **Bonus Objective A** branches off in **Episode 2** when they find the Dragul Camp.

Bonus Objective B can also be done in **Episode 2** while on their way to the Dragul Camp or after **Episode 2** as a last 'surprise battle' 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: IN THE ARMS OF LUTHIC (CALL TO ACTION)

Estimated Duration: 30 Minutes

EVERYTHING IS NOT WHAT IT SEEMS

The adventure begins as Cora Ironheart, the daughter of the mayor of Ylraphon approaches the characters to ask for a different kind of help.

- **Played Previous Adventure.** The characters are approached by Cora Ironheart, asking that they do her this favor, and that there's no need for her parents to know what she's asking them to do. At twelve years old, Cora wants to be a good leader to the people of Ylraphon, and believes that peace can be brokered between the humans and the orcs from the Flooded Forest.
- **Didn't Play Previous Adventure.** A small hooded figure approaches the adventurers' table in the tavern, dropping a small pouch of jewels on their table. She demands that they take the job as she can pay more later on. If the adventurers take on the job, she doesn't reveal herself, but if they pry, she will reveal herself as Cora Ironheart.

AREA INFORMATION

The area has the following features:

Happy Endings Tavern. This three-story tavern only has the first and second floors in use because the third floor houses a poltergeist. The second floor houses rooms available for the bar's inhabitants, travelers and the like, while the first floor is more of a common room. The common room is filled with a few townfolk, winding down. Talk of war between the cultists of Seriach and the cultists of the Herald of the Chained Spiral can be heard here and there. The bar man, a half-elf named Varian, is quiet, and polite, but keeps a keen eye on everyone that goes in and out of his tavern.

Lighting. Dimly lit, but the patrons don't seem to mind as it's more of a place of winding down than anything else. There are thick, slow-burning candles on each of the five tables, and a fire, cozily crackling at the far end of the bar.

Smells & Sounds. The tavern perpetually smells of roasted fowl and dark ale, is the tavern's specialty. Light chatter can be heard, because the barkeep, Varian the Half-Elf, tosses out anyone at the first sign of trouble. He's wary of any strangers in town, considering the trouble in Ylraphon, but welcomes anyone. He

CREATURES/NPCs

Varian The Half Elf nurses a pipe, warily eyeing newcomers, especially foreigners. He is polite to everyone, though, but gives of an air of always being in control. Varian never forgets a face and a name. When all the adventurers have sat down and ordered Varian's famed roasted fowl, **CORA IRONHEART**, who has been sitting quietly in the corner, approaches them with a job. If the adventurers played the previous adventures, **CORA** knows them from the last adventure. If not, she's looking for outsiders who look capable and discreet.

Cora Ironheart (Scout) hides beneath a hooded cloak, very much resembling a Halfling. She is the daughter of the mayor of Ylraphon, and ever since she was old enough to understand things, she has made it her goal to serve and protect the people of Ylraphon. A mere lass of twelve, Cora is wise beyond her years and is fierce, with dark piercing eyes.

Tomlin (Scout) sits beside Cora, beneath a hooded cloak as well. About 45 years old, he's known as the village blacksmith, but rumor has it that in his earlier years, he was a fearsome archer. Nowadays, when he's not smithing, he acts as Cora's bodyguard. He secretly taught her all he knew with the bow.

Objectives/Goals. **CORA** wants to find people willing to investigate the situation regarding the orcs that she saw in the outskirts of town. She feels that 'something is not right', and wants to find out what it is, instead of just letting adventurers 'take care' of the orcs.

What do they know? Cora has caught sight of these orcs, and they have been camped in the outskirts of town for a couple of days now. She has kept an eye on them, but they haven't attacked people who go near the Flooded Forest, and it seems more like they're avoiding people. She knows that the orcs have an encampment in the forest, but she's never seen a band stay for that long near the town. She's also heard rumors from the townfolk that the Dragul Orc attacks on hunters in the forest seemed to have lessened significantly in the past two weeks.

SCENE A. TABLES WILL TURN

The band of orcs camping out at the edge of the Flooded Forest turns out to be a band of refugees. The cultists of Seriach have taken over their encampment and have turned their fellow orcs from Gruumsh to Seriach.

AREA INFORMATION

The area has the following features:

Dimensions and Terrain. In a small clearing by the forest edge, the orcs have set up a small camp. Oriya the orc shaman and her band of five other orcs fled in a hurry, so they only have the bare essentials. Despite being by the tree line for some weeks now, they don't build fires at night so as not to attract attention. Sleeping bags are scattered around along with their packs. The orcs take turns keeping watch and approaching the camp without being apprehended by the orcs will require a DC 13 Stealth check.

Lighting. The area is well lit in the morning, causing no disadvantages to creatures without dark vision. Sunlight seeps through the thick canvas of leaves from the trees surrounding the area.

Sounds and Smells. The scent of the swamplands permeates all throughout, giving disadvantage to Wisdom (Perception - Smell) checks, and an advantage in Stealth to creatures who have made the Flooded Forest their home.

CREATURES/NPCs

Oriya, the Orc Eye of Gruumsh, is wary and protective of her people. As a shaman, she knows that asking for help from other orc tribes will only result in the death of her whole tribe for heresy. Unless provoked, Oriya will refuse to fight. A DC10 Wisdom (Insight) check will tell the players that the

orcs are desperate but untrusting, and something obviously bothers them. Once Oriya believes she can trust the adventurers, she will tell them what she knows and ask for their help.

Objectives/Goals. Oriya seeks to get help from the townsfolk in exchange for some peace between them and the townsfolk. She will promise them peace between the humans and orcs if they help her. She simply wants the Cultists of Seriach out of her home before any other orc tribes find out.

What do they know? Two weeks ago, the Seriach Cultists arrived at the Dragul Orc encampment, and managed to convince their tribe leader to turn away from Gruumsh and follow Seriach instead. The promised him control over the Flooded Forest if they aligned themselves with the cult of Seriach and helped bring down the Cult of the Herald of the Chained Spiral. A bloody battle ensued a week after the cultists arrived, and their tribe leader, **Ulthanak**, had killed anyone who disobeyed him. Oriya and her band of men fled. They know that the cultists chose their encampment because of the advantage it gives when it comes to control over the Flooded Forest. She knows where the Dragul Orc Encampment is, how their watch works, and will agree to sneak the adventurers in if they wish to do so. She only requests that they leave any orcs in the encampment to them.

Oriya also knows that the Seriach cultists plan on summoning something terrible to use against their enemy cult. She tells the adventurers that if the Seriach cultists bring this monster about, there's no telling who would be safe from this creature.

EPISODE 2: ECHOES OF WHAT WAS (STORY OBJECTIVE A)

Estimated Duration: 60 Minutes

Scene A. The Flooded Forest

In this episode, the adventurers will be travelling to the FLOODED FOREST to find the DRAGUL ORC ENCAMPMENT.

PREREQUISITES

This episode begins once the characters decide to help the orcs and completing the **Call to Arms**.

STORY OBJECTIVE A

The adventurers must travel through the FLOODED FOREST to the DRAGUL CAMP.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The FLOODED FOREST is a swamp forest. Thick copses of trees form a canopy that allows only a little light to peek through the leaves. Marshland, swamp areas litter the whole forest, and it is common for some stretches of the path to lead to waist-deep muddy waters. Gnarled roots, branches, twigs and other fauna that grows in this area stretches out like fingers from the grave, waiting for adventurers to fall into their grasp. An earthy stench permeates throughout the place, obscuring scents of other creatures that have made the swampland their home. Rumor around town is that the Flooded Forest is dangerous not just because of the orcs that live in it, but because of the number of magical creatures in the forest that seek to beguile and trick unfortunate adventurers who were foolish enough to trek through it.

Lighting. Dim light permeates the entire area. Perception checks (**Sight**) made by creatures without dark vision are at a disadvantage. At night time, the entire area is completely dark, granting a disadvantage to those without dark vision, unless they can provide a light. Any light within the Flooded Forest can easily be spotted by preys because of how dark it is.

Smell & Sounds. An earthy stench mixed with decay and dirty water smell provides a disadvantage to any Wisdom (Perception-Smell) checks made, and an advantage to stealth to creatures who have made the Flooded Forest their home.

CREATURES/NPCs

Four orcs and three cultists (bandits) have been sent out by the Dragul Orc Encampment to find the refugees to make quick work of them. The group finds the band of refugees and lays out an ambush for them and the characters.

Objectives/Goals. **The orcs and cultists** were ordered to kill the refugees for disobeying their leader's wishes. They've set up a **Net Trap** and will attack once the adventurers are caught up in it. A successful DC 10 Wisdom (Perception) check reveals the trip wire and the net. A successful DC 15 Dexterity check using thieves' tools disables the trip wire without causing the net to drop. A creature caught in the net can use its action to make a DC 10 Strength check to try to free itself or another creature in the net. Dealing 5 slashing damage to the net (AC10 20HP) also frees a creature without harming the creature.

The orcs believe that the band of refugees are going to other orcish clans to ask for help, resulting in war between orc clans.

What do they know? The orcs and cultists know that five cultists of Seriach plus their head cultist are making a pilgrimage that day to the orc's shrine to Gruumsh.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene

- **Very Weak:** Remove four orcs from the group.
- **Weak:** Remove two orcs from the group.
- **Strong:** Replace one of the cultists with a priest.

PLAYING THE PILLARS

COMBAT

The orcs and the cultists have been scouring the Flooded Forest for days and have set up an ambush for the characters. A successful DC 15 Perception check will allow the characters to realize the ambush laid out for them.

EXPLORATION

A successful DC 15 Survival or Investigation check will allow the characters to realize the ambush and the trap, and circle around without alerting the orcs and cultists of their presence.

SOCIAL

Characters may wish to recruit the orcs onto the refugee's side by making a DC 19 Charisma (Persuasion, Deception, Intimidation) check. However, characters who make a successful DC 13 History check first, may lower the Charisma check DC to a DC 15 by bringing up orcish religious history. If successful, the orcs join the band of refugees and turn against the cultists.

EPISODE 3: WHISPERS OF THE FORGOTTEN (STORY OBJECTIVE B)

Estimated Duration: 30 Minutes.

IT'S FREE!

Scene begins once the adventurers reach the Dragul Orc Encampment. The encampment is in ruins, half the tribe, dead.

AREA INFORMATION

The area has the following features:

Dimensions and Terrain. The Dragul Orc encampment is an unusual one. To adapt to the forest and use its features against their enemies, the orcs built their houses on stout trees, connected by rope bridges to always be able to keep an eye on any incoming enemies. In the Dragul Orc Encampment, a good twenty tree houses are hidden cleverly atop thick sequoia trees, including a large main hall they have for their stores.

However, at the moment, only a few of these houses stand, as wooden debris lie all over the ground. Dead bodies of orcs scatter about, bodies charred. Tattered banners float in the air, Gruumsh's insignia barely recognizable. Only a small, makeshift hut hastily erected in the middle of it all.



As soon as the orcs see Oriya, they are not hostile to the adventurers, although they are a little wary. The orcs lead them to the hut they've made, where Ulthanak lies, badly wounded.

Lighting. Shady, as huge trees that are able to support the weight of big groups of orcs cover the entire area. At night, lamps are lit all throughout the encampment, and bands of orcs rove the perimeter to ward off any predators.

Whatever time the adventurers arrive in the camp, the whole area is fully lit by fires from the Aspect of Murmur's escape.

Smells & Sounds. The earth is a little drier in this area, so the earthy scent of mud isn't so prevalent. The orcs are natural hunters, so aside from regular forest sounds, there's not much out of place. The scent of fire and brimstone fills the area right now. Cries of rage and sorrow fill the area as the orcs mourn for their dead.

CREATURES/NPCs

Ulthanak is the clan chieftain of the Dragul Orcs. He lies dying on the ground, a large piece of wood

poking through his chest. Ulthanak was promised power by Senegal through the Aspect of Murmur. He agreed, and decided to turn away from Gruumsh. Oriya and the other orcs protested, and their protest was met with violence from Ulthanak. He informs the adventurers that **Senegal, the priest**, had taken his cultists and a band of orcs towards their sacred site to prepare a sacrifice for the Aspect of Murmur.

However, while Senegal was away, the Aspect of Murmur broke free from its magical bindings and wreaked havoc upon the encampment. He will die soon if none of the adventurers administer aid to him. Before he dies, he transfers his leadership of the tribe to Oriya, apologizing that he hadn't listened to her before. A DC 15 Wisdom (Medicine) check will stabilize him, but he still transfers his right as ruler to Oriya.

Objectives/Goals. **Ulthanak** wants revenge on the cultists for wreaking havoc upon their tribe and he regrets ever letting them into the encampment. He transfers his right to being their tribe chieftain to Oriya, as he does not see himself fit to rule anymore, and believes that she can make his wrong right with her wisdom and insight.

If Oriya informs him of the peace treaty she has brokered with the humans, **Ulthanak** agrees to it.

What do they know? **Ulthanak knows** that the cultist had summoned the **Aspect of Murmur** right after Oriya and her men left. Senegal, the head priest of the cult, had imprisoned the demon in a magic circle, assuring the orcs that it would not break free from its imprisonment. As the days passed, it seemed to Ulthanak that the demon was growing in power, but Senegal had brushed off his concerns as paranoia.

The **Aspect of Murmur** broke free with a massive blast that destroyed many of their homes, tossing orcs down to their deaths in a matter of seconds. It then laid waste to them until it was satisfied, then headed into the forest.

He knows that the cultists are headed for Murmur's Hollow, where their sacred shrine to Gruumsh stands. He knows that they are going to prepare a sacrifice to convince the Aspect of Murmur to work with the cultists. He's seen the Aspect of Murmur and warns the adventurers of what it is.

SCENE A. SILENT SCREAMS

This scene begins after the adventurers leave the Dragul Orc Encampment. Oriya insists that they should stop Senegal from desecrating the orcs' hallowed grounds more, and that finding Senegal might be able to give them insight as to where the Aspect of Murmur might be. Ten minutes or so after they start heading for the orcs' sacred site, they find tell-tale signs of the Aspect of Murmur's wake.

AREA INFORMATION

Dimensions and Terrain. Down a deep grove, the scent of fire and brimstone becomes stronger and stronger as they go closer to where the Aspect of Murmur is. Trees are scorched here and there, giving a disadvantage to Survival (Smell) checks made. Small bonfires, remnants of the Aspect of Murmur's passing remain almost points the adventurers to the entrance of the cave where the Aspect awaits them. The deeper the characters venture below the cavern, the harder it is to move because of all the mud. The area where the Aspect of Murmur waits is considered difficult terrain. The large boulders within the cavern providing ample hiding spaces for medium creatures, and the shadows they cast cause for some difficulty in perception.

Lighting. The entrance of the cavern is dim, but the inside is dark and creatures without dark vision will have disadvantages when it comes to Wisdom (Perception) checks.

Smell & Sounds. Mixed with the familiar earthy scents of the swampland, a faint scent of fire and brimstone permeates, alerting the adventurers of the presence of the Aspect of Murmur. The closer they are to the Aspect of Murmur, the stronger the scent becomes.

CREATURES/NPCs

The Aspect of Murmur is a surviving sliver of a blood demon dedicated to the Elder Elemental Eye. Refer to the 'Adjusting the Adventure' Sidebar to adjust what sort of demon it is, based on the party's strength. Whichever demon you use, the Aspect is still a sliver of a once super powerful demon, so it will be smart and use the terrain to its advantage.

OBJECTIVES/GOALS

The only goal of **The Aspect of Murmur** is to destroy everything in its path. It is a sliver of an ancient demon, almost a living embodiment of rage.

It cannot be reasoned with, and it will destroy and kill anything it encounters.

ADJUSTING THE ADVENTURE

Here are some suggestions for adjusting this scene, according to your group.

- **Very weak:** Put a **Manes** with max hit points as the Aspect of Murmur
- **Weak:** Put a **Dretch** as the Aspect of Murmur
- **Strong:** Put a **Dretch** with max hit points as the Aspect of Murmur
- **Very Strong:** Put a **Shadow Demon** as the Aspect of Murmur

WRAP UP: THE BEGINNING OF A NEW FRIENDSHIP

With the cleansing of their shrine, the orcs thank the adventurers, and making true their word. They head towards Ylraphon to forge a peace treaty with the people Ylraphon and the Dragul Orcs.

Once back in town, the villagers are shocked in seeing the adventurers back, with orcs in tow. Before the villagers pull out the pitch forks, though, Cora Ironheart arrives to greet the adventurers, delighted with what they've done. She is accompanied by Tomlin and the Mayor of Ironheart who insists on hearing the story. Upon hearing the story, Gynora Ironheart is horrified to find out what her daughter had done, but is thankful to the adventurers for their services, if only a tiny bit miffed that they had accepted a quest from a twelve-year old girl. The orcs leave the town in peace, agreeing that the Flooded Forest will be shared with them and the humans for their service.

From here, the story continues to *CCC-GSP-PHIL-01-03*.

ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive one advancement checkpoint for each objective completed:

- **Story Objective A: Echoes of What Was** Travel through the Flooded Forest to the Dragul Encampment
- **Story Objective B:** Defeat the Aspect of Murmur.
The characters earn additional advancement checkpoints for each **bonus objective** they complete.
- **Bonus Objective A: What Lies In The Dark** Remove the threat of Shade.
- **Bonus Objective B: The Purge** Clear out the last remaining cultists.

PLAYER REWARDS

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

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Eyes of Minute Seeing. These crystal lenses fit over the eyes. While wearing them, you can see much better than normal out to a range of 1 foot. You have advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object within that range.

These spectacles are wrought of thick brass, inset with a row of tiny rubies. A small line of efreeti script has been inscribed inside the band. A creature that can read this script learns that the spectacles' place of origin is the City of Brass in the Elemental Plane of Fire. When the wearer of this magic item focuses through its lenses, they see a slight glow from each object they inspect—the warmer the object, the brighter the glow.

This magic item can be found in the *Dungeon Master's Guide* (Magic Item Table C)

DM 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 other rewards listed above.

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: LOCATION & NPCs

The following NPCs and locations feature prominently in this adventure.

- **Oriya.** The Orc Eye of Gruumsh, Oriya, is a faithful priestess of Luthic who genuinely cares about her tribe. She understands that Ulthanak was only looking out for their tribe, but she also understands the consequences of his choice to turn away from Gruumsh. She heads towards the human town, knowing full well that other orcish tribes would kill them all if knowledge of their unfaithfulness got out. She is fiercely protective of her men.
- **Ulthanak.** A proud chieftain of the Dragul Orcs, Ulthanak was swayed by the cultists of Seriach, when they promised him power to control the entire Flooded Forest if he allowed the cultists to use their encampment as a base. Many loyal orcs followed Ulthanak, and true to his nature as a warrior, any resistance to his decision was met with a bloody end.
- **Senegal.** Head cultist of Seriach, Senegal is charismatic and ruthless when it comes to getting what he wants. He carries himself in a way that makes him seem as though he's always two steps ahead of everyone else, and that, combined with his good looks, got him to the top of the cult in a very short time. Crushing the cultists of the Chained Spiral would only boost his career even further, and having a small army of orcs is icing on top of his plans.
- **Shade.** Accidentally summoned when the Aspect of Murmur was summoned, the wily devil is smart but greedy. He strives to get as much as he can without getting caught. He lures adventurers into his cavern by a mimicry technique he learned, then slays weak creatures that get entangled in his little trap.
- **The Aspect of Murmur.** The Aspect of Murmur is a living sliver of a once powerful demon. A living embodiment of the demon's rage, the Aspect of Murmur cannot be reasoned with, desiring destruction, death, and power above all. It is not above using trickery or any wiles it might have to get what it wants.

APPENDIX 2: CREATURE STATISTICS

Bandits

Medium humanoid (any race), any non-lawful alignment

Armor Class 12

Hit Points 11 (2d8+2)

Speed 30ft

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Dretch

Small fiend (demon), chaotic evil

Armor Class 11 (natural armor)

Hit Points 18 (4d6+4)

Speed 20 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12(+1)	5(-3)	8(-1)	3(-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses dark vision 60ft., passive Perception 9

Languages Abyssal, telepathy 60ft. (works only with creatures that understand Abyssal)

Challenge 1/4 (50 XP)

Actions

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

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

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

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned

in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

Orcs

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8+6)

Speed 30 ft

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

Skills Intimidation +2

Senses dark vision 60ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

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

Actions

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

Javelin. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Orc Eye of Gruumsh

Medium humanoid (orc), chaotic evil

Armor Class 16 (ring mail, shield)

Hit Points 45 (6d8+18)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16(+3)	9(-1)	13(+1)	12(+1)

Skills Intimidation +3, Religion +1

Senses dark vision 60ft., passive Perception 11

Languages Common, Orc

Challenge 2 (450 XP)

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

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

Spellcasting. The orc is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at will): *Guidance, Resistance, Thaumaturgy*

1st Level (4 slots): *Bless, Command*

2nd Level (2 slots): *Augury, Spiritual Weapon (spear)*

Actions

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d6+3 plus 1d8) piercing damage or 12 (2d8+3) piercing damage if used with two hands to make a melee attack.

Manes

Small fiend (demon), chaotic evil

Armor Class 9

Hit Points 9 (2d6+2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	13 (+1)	3 (-4)	8 (-1)	4 (-3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses dark vision 60ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 1/8 (25 XP)

Actions

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

Shadow Demon

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
1(-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

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

Damage Immunities cold, lightning, poison

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

Senses dark vision 120ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The demon 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.

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

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

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 +3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 +3) psychic damage.

Spine Devil

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 +5)

Speed 20 ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	15 (+2)	12 (+1)	11 (+0)	14 (+0)	8 (-2)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses dark vision 120ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 2 (450 XP)

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

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

Actions

Multiattack. *The devil makes two attacks: one with its bite and one with its fork, or two with its tail spines.*

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

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

Tail Spine. Ranged Weapon Attack: +4 to hit, range 20/80 ft., one target. Hit: 4 (1d4+2) piercing damage plus 3 (1d6) fire damage.

Priest

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8+5)

Speed 25 ft

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

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Common, Orc

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *Light*, *Sacred Flame*, *Thaumaturgy*

1st Level (4 slots): *Cure Wounds*, *Guiding Bolt*, *Sanctuary*

2nd Level (3 slots): *Lesser Restoration*, *Spiritual Weapon*

3rd Level (2 slots): *Dispel Magic*, *Spirit Guardians*

Actions

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning 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(+1)	11(+0)

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

Senses passive Perception 15

Languages Common

Challenge 1/2 (100 XP)

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

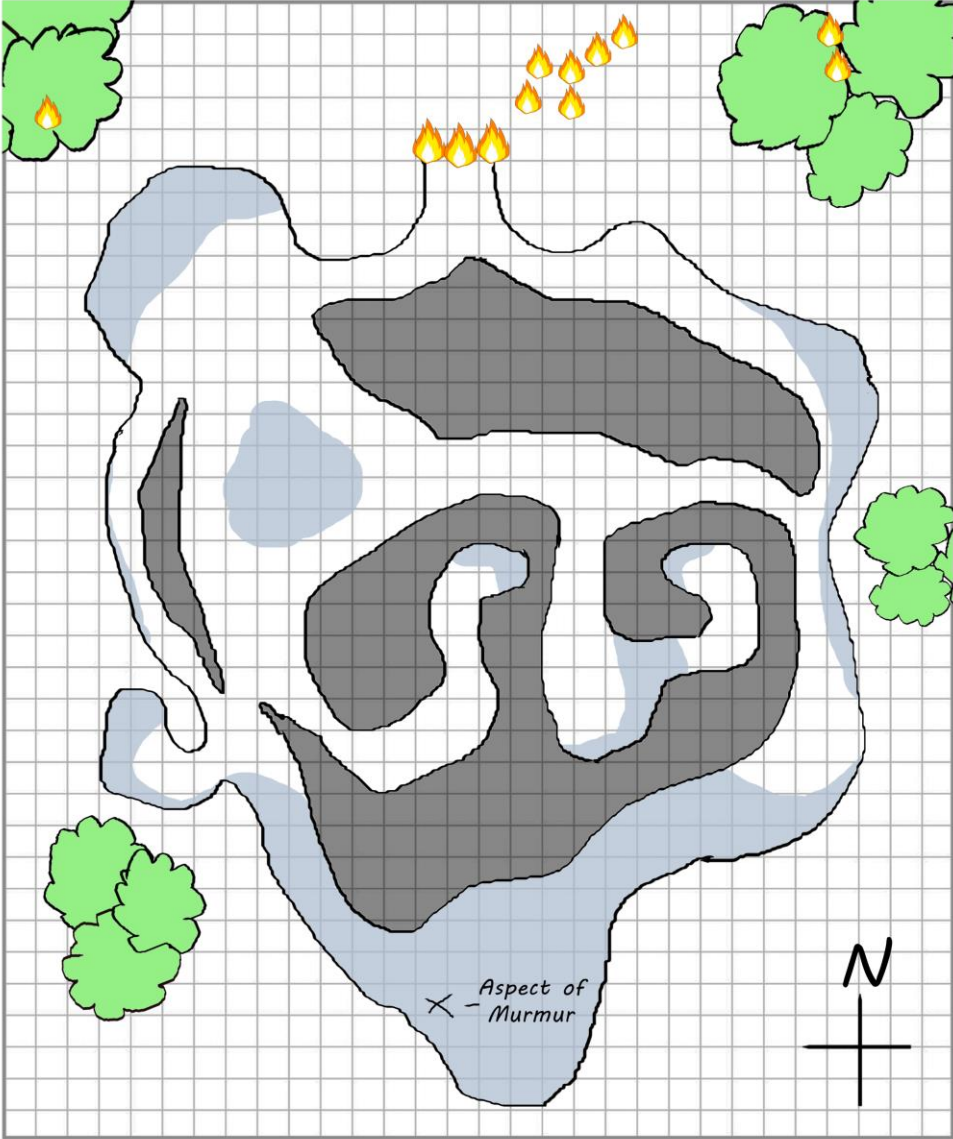
Actions

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

Shortsword. Melee Weapon Attack: +4 to hit, reach 5ft., 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 3: MAP A. WHISPERS OF THE FORGOTTEN (STORY OBJECTIVE B)

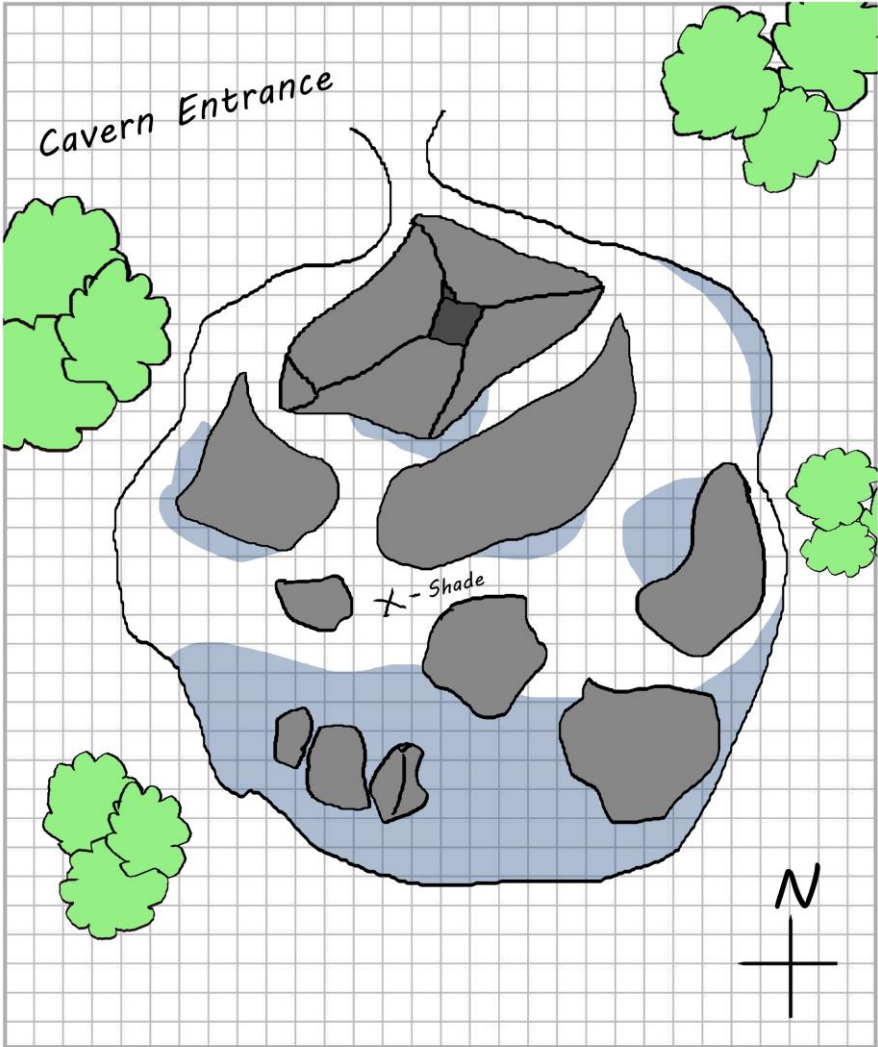


Each square is 5ft

- LEGEND
- ROCK AREA, 30FT HIGH
 - MUDDY AREA, DIFFICULT TERRAIN

- COVERED IN FLAMES

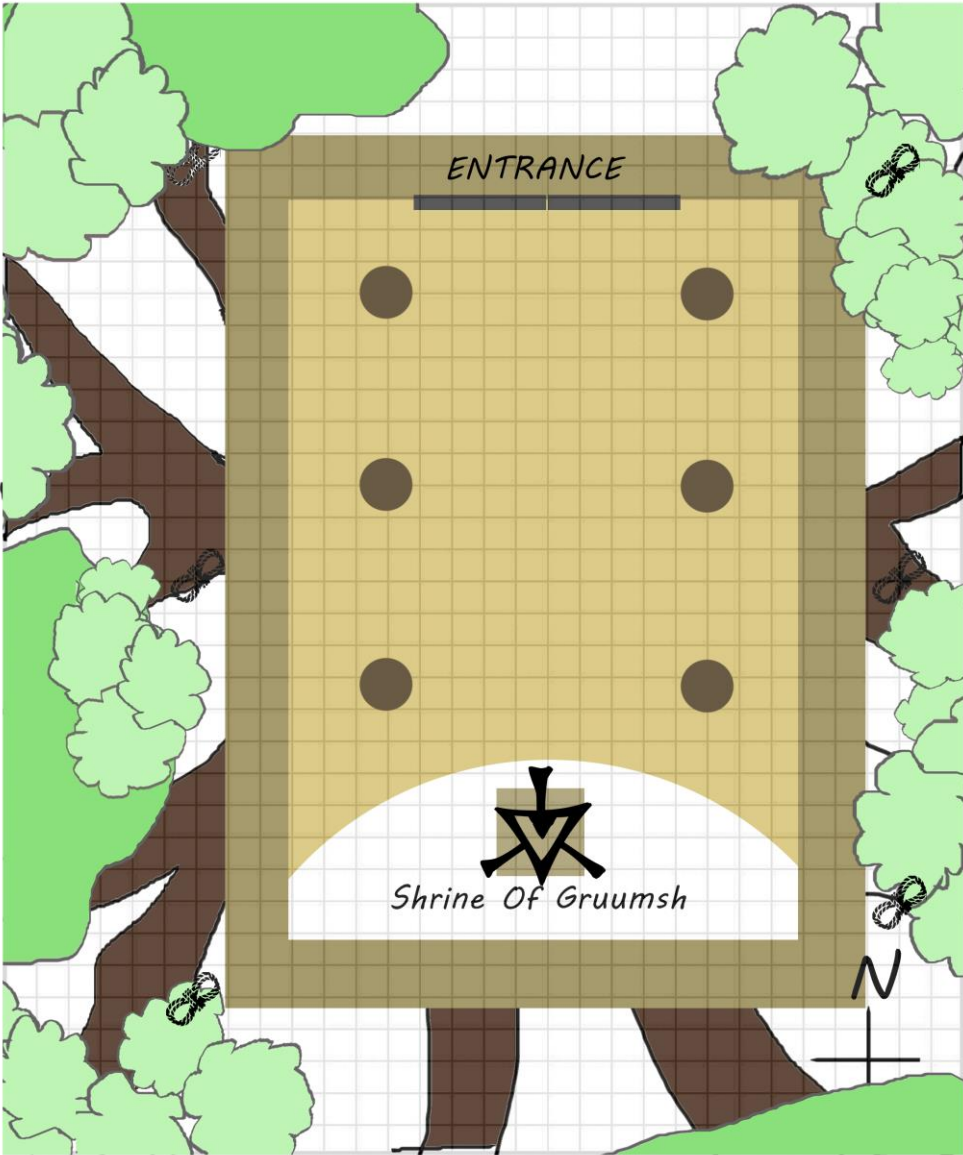
MAP B. WHAT LIES IN THE DARK (BONUS OBJECTIVE A)



- LEGEND
- ROCK AREA, 30FT HIGH
 - MUDDY AREA, DIFFICULT TERRAIN

Each square is 5ft

MAP C. THE PURGE (BONUS OBJECTIVE B)



- LEGEND
- BALCONY
 - SHRINE AREA
 - PLAT FORM AREA

Each square is 5ft
The shrine is 80ft from the ground.

--100FT ROPE

APPENDIX 4: WHAT LIES IN THE DARK (BONUS OBJECTIVE A)

In a clearing in the woods, a cavern echoes out infernal whispers, calling to its preys.

AREA INFORMATION

Dimensions and Terrain. Various plants and shrubbery grow out of the muddy terrain. Every now and then, the adventurers will find themselves in ankle-deep mud, but other than that, this will not impede their movements.

Lighting. The cavern slopes downward gently, plunging the deeper parts into darkness. Creatures without dark vision will be at a disadvantage in trying Perception (sight) checks.

Smell & Sounds. An earthy scent mixed is mixed with the unmistakable scent of decay and rotting flesh. As they go down deeper into the cavern, the scent gets stronger and stronger, granting a disadvantage to Perception (smell) checks.

CREATURES/NPCs

Shade is a Spine Devil that was accidentally let out during the summoning of the Aspect of Murmur. Wily and excited to be free, Shade has been luring hunters, or just about anybody who wanders near his cavern, with a mimicry trick he learned. He'll try to escape if the adventurers prove too strong for him, but pride is his downfall, as the devil is easily provoked into a fight.

He relies heavily on his abilities and will draw the adventures into this cavern and keep them there for as long as he can, until he can wear them down and

kill them. His tactic is to swoop onto unwitting adventurers, attack, then swoop back up out of melee range. Shade is also a bit of a thief—and will sometimes prefer to steal from, rather than attack an adventurer. He likes shiny things, and has a small hoard of useless shiny bits in the back of the cave.

Objectives/Goals. **Shade** just wants to survive and enjoy his freedom, and eat people. He enjoys playing with his food, for as long as he's sure that his food can't hurt him. Knowing that the Aspect of Murmur is also out and about, Shade seeks to delay the adventurers for as long as he can, in order to allow the creature to regain more of its strength and wreak more havoc in Ylraphon.

What do they know? **Shade** knows what the Aspect of Murmur is, but unless offered something he really likes, he will try to scare the characters into believing it is something other than what it truly is.

APPENDIX 5: THE PURGE (BONUS OBJECTIVE B)

Scene begins after the adventurers kill the Aspect of Murmur. Oriya asks the adventurers for one more favor: to help clear out the cultists from their sacred site.

AREA INFORMATION

The area has the following features:

Dimensions and Terrain. The shrine of Gruumsh is located atop a hill with a single ginormous sequoia tree called Murmur's Hollow. It is a tabernacle atop a mighty sequoia tree, 80ft from the ground. To be able to hold a huge shrine, the tree is entirely too thick & too large for adventurers to try and burn down. It is where the orcs conduct official dealings, official religious festivities and other events. Inside is a bare wooden hall with wooden pillars, leading up to a platform with a small shrine. Several valuable items are laid out on the shrine, usually trinkets taken from their victims, as an offering to Gruumsh. Unless the characters are very stealthy in their approach, they'll find that the orcs have the high ground.

The orcs not only guard the balcony of the place, but the branches of the mighty tree as well. There are six 100-foot ropes available for the orcs to climb whenever they visit this shrine. At the first sighting of the adventurers, the ropes are pulled up and secured. Some other orcs might be cruel, allowing adventurers who are not careful in their approach to climb the rope, then cut it right before the adventurer reaches the top.

Lighting. Shady. The grand sequoia tree that houses the Shrine for Gruumsh covers at least a hundred-foot radius area. In the shade of the trees, the orcs have advantage with their **Perception & Stealth** checks.

Smells and Sounds. Fresh air is filtered through the leaves, and naught a sound is heard. The orcs have guarded this shrine since they could wield a weapon, and they know the network of the tree's branches like the back of their own hand.

COMBAT

Have the cultists awaiting the adventurers. Once the adventurers show up, the cultists will start shooting at them with their light crossbows from atop the tree. Once battle ensues, have Oriya and her orcs take care of the other orcs so the characters can focus on the cultists.

PLAYING THE PILLARS

EXPLORATION

Have the cultists be unaware of the adventurer's presence. A group stealth check with a DC 15 should allow the adventurers to make it to the Shrine of Gruumsh without being detected. Outside, Oriya strikes a deal with the orcs with the cultists, informing them of the situation back at camp. The orcs agree to intimidate the cultists into leaving.

SOCIAL

Have them contest a Persuasion roll against Senegal. If they can beat his persuasion roll, they can make a DC 19 Charisma (Persuasion, Deception, Intimidation) check will convince the rest of the clan to turn back to Gruumsh and turn against the cultists. If any adventurer asks to make a History check regarding Orcish culture, have them roll a DC 13 History Check. If they succeed, lower the Persuasion Check to a DC15

CREATURES/NPCs

Senegal, The Head Cultist of Seriach (priest) is the charismatic leader of the cult that has now made themselves at home in the orc encampment. He believes he holds the **Aspect of Murmur** in a modified magic circle inside the **Shrine of Gruumsh**. He has with him, five cultists (scout stats), and five orcs.

As soon as he catches wind of the characters, Senegal will have the orcs pull up the ropes and have his men start shooting at the adventurers.

Objectives/Goals. Senegal wants to maintain his hold over the orc encampment as it provides them a stronghold while battling it out with the Heralds of the Chained Spiral. He seeks to unleash the Aspect of Murmur on them. Senegal is proud, manipulative, crafty, but he is also proud. He will maneuver all his men and resources to win, but if he finds out that the Aspect of Murmur has been slayed, Senegal will try his best to escape the situation.

Senegal's men and the orcs under his command are well-trained. If they are unable to kill the adventurers while they try to climb the 80ft tree, they will try to grapple adventurers and throw them off the trees. They will cut any rope adventurers use to climb or move from one branch to another.

The orcs are unaware of the state their village is in, and players who try to convince the orcs to turn against the cultists will have an advantage in their **Persuasion** check on the orcs (DC 13). Lower the DC to 10 if Oriya accompanied them.

Adjusting The Adventure

- **Weak.** Remove the orcs (**scouts**) from the fight and have them 'fight' Oriya and her men.
- **Average.** Have only Oriya join the fight.
- **Strong.** Replace two cultists with **priest** stats.

APPENDIX 6: MAGIC ITEMS

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

Eyes of Minute Seeing

Wondrous item, uncommon (8 treasure checkpoints)

These crystal lenses fit over the eyes. While wearing them, you can see much better than normal out to a range of 1 foot. You have advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object within that range.

These spectacles are wrought of thick brass, inset with a row of tiny rubies. A small line of efreeti script has been inscribed inside the band. A creature that can read this script learns that the spectacles' place of origin is the City of Brass in the Elemental Plane of Fire. When the wearer of this magic item focuses through its lenses, they see a slight glow from each object they inspect—the warmer the object, the brighter the glow.

This magic item can be found in the *Dungeon Master's Guide* (Magic Item Table C)

APPENDIX 7: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. 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 Being the Dungeon Master?

<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

GREASY SNITCHES: ABOUT US WHO ARE WE IN THE REAL WORLD?

We are a group of nerds based in the Philippines who love playing Dungeons & Dragons, specifically D&D Adventurers League. We recently sold our souls and swore eternal servitude to the mysterious benefactor, and long story short, we are now tasked to bring all adventurers together. We do so by creating events where we promote fun and friendship through adventures of all kinds. (TL;DR: we run tabletop RPG events!)

HOW TO REACH US

Find out what we're up to by following us on social media, or contact us for any collaborations you might want to do. You can check the links below.

Website: <http://www.greasysnitches.com/>

Facebook: <http://www.facebook.com/greasysnitchespresents>

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Twitter: [@GreasySnitches](https://twitter.com/GreasySnitches)

Email: Inquiries@GreasySnitches.com

Email: GreasySnitches@gmail.com

FOLLOW OUR AUTHORS IN TWITTER

Feel free to follow our authors in Twitter:

Paul Gabat - [@DMPaulG](https://twitter.com/DMPaulG)

Lanz Frago - [@glittersnicket](https://twitter.com/glittersnicket)

Niccolo Estrella - [@Niccoloestrella](https://twitter.com/Niccoloestrella)

Nicholas Noel Cavada-Guillermo - [@NDbarbarian](https://twitter.com/NDbarbarian)

Mikel Alexander Barrenechea - [@MundaneArcane](https://twitter.com/MundaneArcane)

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CCC-GSP-OOZE01-01 Oozing Hunger by Nicholas Noel Cavada-Guillermo