

CCC-ALMOG-24 DAGON02-04



# Beneath Ironfang Keep

## The Jade Curse Part 5



Ironfang Keep resides as one of the most mysterious and dangerous locations in all Faerûn. Recently, a local wizard has gone missing. His daughter calls for local adventurers to decipher his transcripts, brave entry, and expose the truth behind the ancient basalt walls.

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

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# Adventure Primer

*"The way to see by faith is to shut the eye of reason."  
— Benjamin Franklin*

## Background

**IRONFANG KEEP** has stood as one of the oldest and most mysterious locations in all Faerûn. In its original construction, it served as one of twelve fortresses of the fire giants of Helligheim. It received its name from the large amounts of iron deposits near its location where the White River cascades into the Moonsea.

Its basalt walls have stood for thousands of years, and it has served many different tenants for their corrupt and discreet operations. Strange creatures, lightning storms, and whispers of powerful mages surround its history. Many have attempted entry and never returned. Only two souls have ever escaped Ironfang Keep, but both were found consumed by insanity and quickly perished. Now it stands as the home for an ancient **ABOLETH, ZALE**.

Zale has waited patiently for hundreds of years controlling wizards for labor to construct a water powered generator made possible by the natural waterfall. His goal is to increase the reach and impact of his psionic power across the Moonsea Region before Dagon rises to full power.

The small fishing thorp of **RADRINE RUN**, downstream of Ironfang Keep has existed in the dark shadow of this fortress for many decades. One of its citizens, **BERTRAND OLIN**, has gone missing, and in his absence, his valuable wizard estate is going up for sale.

Bertrand gave his life to the study and history of Ironfang Keep. After finding a jade shard, his passion soon became an obsession. He believed that a great evil resided there and must be purged. His daughter, **JULIA**, is confident that his death is a misconception and her father found the secret entrance to Ironfang. The truth of this matter lies in his journal. She seeks anyone brave enough to find a way into Ironfang and return her father.

**The Jade Shard** was once part of a jade statuette of Dagon, found in **DDAL01-02 Secrets of Sokol Keep**. The statuette was broken apart, and its shards were sold by adventurers. These shards, imbued with Dagon's power, have spread across Faerûn and are beginning to cause problems throughout the region.

## 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, that are introduced anywhere 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: Radraine Run.** The party makes their way to the thorp of Radraine Run just in time to attend the estate sale of an estranged wizard. This is the **Call to Action**.
- **Episode 2: Leap of Faith.** The party braves entry into Ironfang Keep discovering the truth of what is happening behind its walls. Here they meet Bertrand. This is **Story Objective A**.
- **Episode 3: Episode Title.** The party must plan and take action to free the mages and keep the ancient aboleth from controlling minds all across the Moonsea region. 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: Journal Heist.** Obtain Bertrand's journal from the fisherman brothers in Radraine Run. **Appendix 4**.
- **Bonus Objective B: Fully Charged.** Now highly volatile and unstable, quick action must be taken to dispose of the psionic energy container before it's too late. **Appendix 5**.

## 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 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.

### Kras'jar g'Rax, a Patient Aboleth

*To speak his name is to know insanity, so the lesser beings which answer his call refer to him as "The Great Power of the Sea" or Zale. This patient and wise aboleth will stop at nothing to gain control of the Moonsea even if it means bending technology for its evil, psionic purposes.*

Many hundreds of years ago a great drought plagued the area along the White River drying up the land and dissipating the water supply. Zale quickly found himself seeking shelter in an ever-decreasing river and fled downstream in search of refuge hoping to ride the giant waterfall into the Moonsea before it was too late. Unfortunately, the subsiding water levels left Zale stranded upon the stone floor of Ironfang's lower docks designed to meet a full and rushing river that was no longer there. To survive water deprivation, Zale was forced to form a tough, waterproof membrane around its body entering a state of suspended animation known as Long Dreaming. There Zale slept undisturbed and hidden beneath Ironfang Keep for almost 600 years.

It was only after the water levels returned to normal, and White River once again flowed freely under Ironfang Keep that Zale was able to awaken from his slumber. Upon his return, Zale found a cult of mages had taken tenancy in the upper floors of Ironfang Keep, and unaware of its presence they quickly fell under Zale's thrall.

Zale was swift to put their magic and intelligence to work forcing them to convert the under docks into a giant water powered generator. The cascades proved to be the perfect power source, and over the last few hundred years, Zale has waited patiently for the mechanism to accumulate enough energy to amplify his psionic power expanding his control to every mind in the Moonsea Region.

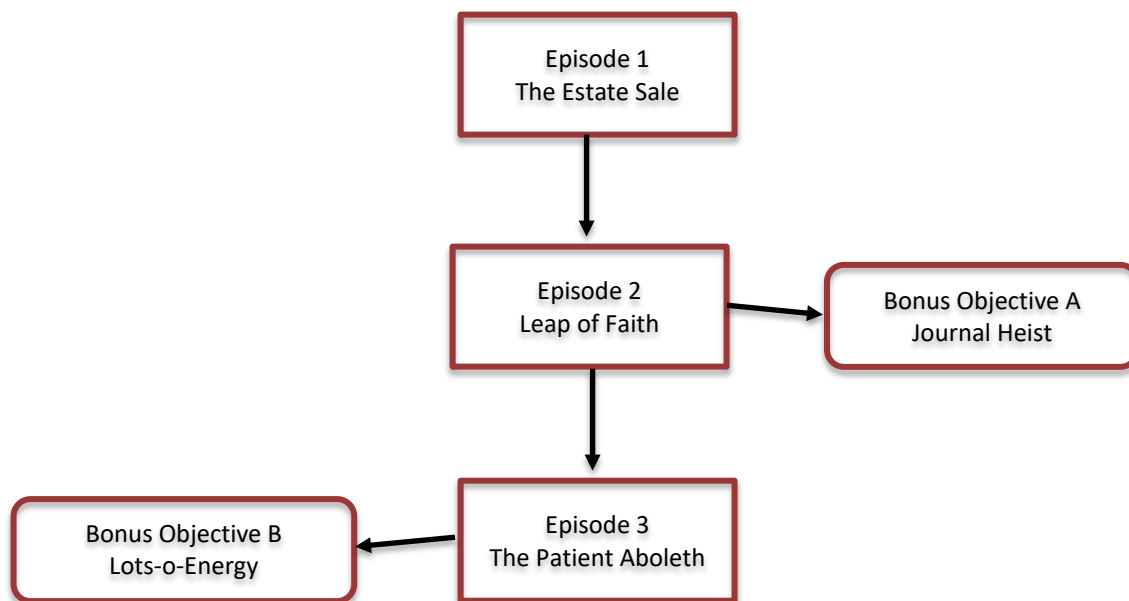
Until recently things have gone according to Zale's plan. Now, another great and ancient power rises in the Moonsea region. Zale can feel it. Dagon calls the powers of chaos, and Zale knows that the window for domination is growing small. Action must be taken and soon or Dagon will become too powerful.

This has made the aboleth grow restless. In its anxiety, it has become careless in maintaining a discreet operation and is drawing unwanted attention by testing the machine more frequently than ever before. The tests have caused bizarre "lightning storms" and increased the toxicity of the local water supply. The locals of Radraine Run have taken notice and are becoming increasingly more suspicious of the mysterious keep atop White River's waterfall.

Regardless of suspicion, Zale continues to test the mechanism and push the physical/mental limits of the Mages who built it. The machine will be fully charged in only a few days, and Zale bides his time waiting for his patience to pay off.

## Episode Flowchart

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



# Episode 1: The Estate Sale

*Estimated Duration:* 15 minutes

## Scene A. Sold!!

A powerful and estranged Wizard was seen jumping over the falls beneath Ironfang Keep only a week prior. Two local fishermen witnessed it. All of his belongings, including his research and rare, magic item collection, are going up for auction in a large estate sale in Radrairie Run just downstream. His daughter believes his death is false, and she will do whatever it takes to assure her father is returned to her.

With the rumors of so many rare and magical items up for cheap grabs, word has traveled quickly across the Moonsea. The PC's may have heard of the upcoming sale by any of the following means:

- **Invitation.** Each PC has personally received an invitation to attend the wizard's estate sale.
- **Posters.** Advertisements have been posted all around reading "GREAT RARE AND MAGICAL ITEMS FOR SALE. WHAT WAS ONCE A WIZARD'S CAN NOW BE YOURS!"
- **Tavern Whispers.** Over drinks, your sources offer up information about a personal collection of rare items and weapons being auctioned off at the thorp of Radrairie Run.
- **Road Banter.** Word on the road is that an estranged wizard jumped from White River falls a few days ago, and now his life's collection is being sold at a discounted rate near Radrairie Run.
- **Passing By.** After your last adventure, the party has taken to the road, and you pass by an interesting Estate Sale happening along a river. One woman seems to be causing a bit of a commotion.

### Area Information

Radrairie Run is a small fishing thorp downstream of the White River Falls. Roughly 75 people populate it. Most of the town's structures are attached to a single boardwalk that overlooks the White River. Quaint boats and barrels of various sizes and shapes are tied to the docks. The majority of the locals live in wooden huts scattered around the banks of the river connected to the boardwalk by dirt paths.

**Dimensions & Terrain.** Bertrand Olin's property sits just off the main path on an embankment overlooking Radrairie Run. His belongings have been pulled from his house and lay strewn upon his lawn. Many items are broken or barely qualify as more than junk. The small handful of valuable items and his furniture have been put on display for purchase

and auction. Much of which has already sold including his priceless journal.

**Lighting.** This area sits off the main path and is in constant shade from the canopy of trees.

### Julia Olin

Human, mid-20's. Julia is Bertrand's only child. At the age of twelve, she followed her father blindly during his obsessive studies from Waterdeep to Radrairie Run so he could be closer to Ironfang Keep. She grew up with the tales and lore of the daunting and impenetrable fortress. She knows that even in his psychosis he was getting close to finding a way in and is assured he is still alive needing rescue from whatever dark power lies within the dreaded Ironfang Keep.

**Objectives/Goals.** All Julia wants is her father brought home alive, and she's willing to trade his entire collection of rare magical items/gear for his safe return. In her desperation, she will openly beg for help from anyone that will listen. Her deepest desire is to go back to Waterdeep with her father so she can live a normal life.

**What Does She Know?** Julia has noticed a change in her father's demeanor over the last few months. His studies of Ironfang Keep have turned to an obsessive level, and she has caught him more than once speaking to himself. Julia also continues to stand firm in the belief that her father would NEVER have jumped to his death because his greatest fear was that of heights. Nonetheless, she knows he poured his life into his journal, and that it holds the answers to her father's mysterious disappearance. Unfortunately, two local fishermen purchased the journal during the estate sale, and they refuse to sell it to her. They have already gone home for the day, but she's determined to get her hands on it even if it means causing a scene.

### Treasure & Rewards

As the party leaves to locate Ironfang Keep, Julia offers a *scroll of mage hand* and two potions of healing for their troubles. It was all she was able to purchase from the Estate Sale. If they return with her father, Julia promises to transfer ownership of all of his magical items to the group.

- **Magic Items.** scroll of mage hand, 2 potions of healing

- **Special Rewards.** Ownership of Bertrand's private collection, including his house

### Call to Action

- Discover the truth of Bertrand Olin's "death."
- Stop the evil within Ironfang Keep
- If possible, return Bertrand to Julia

## Episode 2: Leap of Faith

*Estimated Duration:* 1 hour

### Setting Description

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Getting into Ironfang Keep will not be easy. The entire fortress is surrounded by the rushing White River, except the east where it cascades into the Moonsea over a fierce ledge. The imposing fortification thrusts many stories upwards from the bedrock of the cliff face upon which it rests. The entire structure is designed into two jagged peaks with a narrow overhang that juts out over the waterfall. The basalt walls tower over anyone who stands below them and serves as a constant reminder of the giants who originally walked Ironfang's halls.

### Prerequisites

Julia believes that Bertrand's journal has important information on how to enter Ironfang Keep. Simply speaking with Julia or the Fishermen should provide enough information for the players to find the entrance but *obtaining his journal from the fishermen (Appendix 4)*, will provide additional information on how to solve the puzzle. This side quest is best completed before they leave Radraine Run and brave entry into Ironfang Keep.

### Story Objective A

Discover the entrance to Ironfang Keep and locate Bertrand Olin.

### Area Information

This area features:

**Dimensions & Terrain.** The only physical door on Ironfang Keep resides on a small strip of stone that protrudes from its edifice to the river bank. Thousands of years ago the Keep was sealed by giant runecasters when the original inhabitants of Helligheim resided there. These runes still protect that single entrance. This magic has stood against many powerful intruders over the years. After some investigation, the party will find that entering through the front door isn't an option as the magic is too powerful.

**Lighting.** If it is night, the party may be lucky enough to see one of the rumored lighting storms up close. Made of beautiful streaks of blue electricity, this "storm" yields no rain or thunder. It seems to localize and concentrate near the top of the Keep as if it's using the structure as a conductor.

**Conditions.** The water within 1 mile of Ironfang Keep is supernaturally contaminated. Any enemy of the aboleth that drink this water will begin vomiting within minutes.

### Bertrand's Necklace

Roughly 6 months before Bertrand leaped from the top of the waterfall near Ironfang, he was gathering research near the river and happened upon a small jade shard. His original plan was to gift it to his daughter, but by the time he walked just a mile downstream home, he was unable to part with it. From that moment forward Bertrand has worn it around his neck on a gold chain.

It only took 48 hours for Dagon to begin to poison and control Bertrand's mind using the shard as it was an original piece of his Jade Statue. Dagon quickly warped his passion of Ironfang Keep's history into a desperate obsession to stop what lies within – an ancient aboleth. As Dagon grows stronger, he recognizes Zale as competition and knows that if the aboleth isn't stopped the Moonsea will be lost to his thrall before Dagon can be set free.

Surprisingly enough, Bertrand had already solved the mystery of Ironfang's secret entrance before he found the shard, but he was not brave enough to jump over the falls on his own. Only with Dagon's influence could he face his fears and take the leap of faith.



## Scene A. White River Falls

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White River falls is roughly 500 feet high. The party may choose to scale the rock facing or navigate another way around to reach the point of Bertrand's original jump.

By closing one's eyes and looking over the edge the PC's will see a large magical threshold, similar to a dimensional door, about 300 feet down. Once you open your eyes, you can't detect it at all. If you close your eyes at the bottom of the falls and look up, you still won't be able to see it.

The only way to enter Ironfang Keep is to close your eyes and take a leap of faith from the ledge aiming for the (40 feet by 40 feet) magical doorway below. If the PC's do not close their eyes but still jump, their chance of successfully hitting the magical gateway becomes less accurate.

To gain this information in advance, the party can decipher Bertrand's Journal if it is in their possession. **Appendix 6: Bertrand's Notes**

**Dimensions & Terrain.** The area around the banks of the river is covered in grass, rock, and a thin layer of slime.

## Scene B. Hand of a Mage

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After braving entry, the PC's will be dropped inside of a small cavern with only a single stone door. No amount of brute force will open it, and there are no traps. Above the door, carved into the is the following written in Deep Speech: "ONLY FOR THE HAND OF A MAGE WILL I OPEN."

This door is meant only for mages to enter, so it requires a specific Wizard's spell to activate entry – mage hand. The conjured hand must either knock or touch the door handle for it to open. If none of the PC's have mage hand prepared, they can use the scroll provided to them by Julia to conjure one. As soon as the mage hand touches the door, the stone ingress will slide away providing them direct entry into Ironfang Keep.

**Dimensions & Terrain.** Round cavernous chamber roughly 20 feet high and 30 feet across. A single door stands at the northernmost point. The cavern is filled with bones, junk, and debris from the years' worth of items that have washed over the side of the falls into the secret entrance. Everything in this space is slimy and wet. It is considered difficult terrain.

**Lighting.** Dim lighting, only a single torch flickers near the door.

## Scene C. The Barracks

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Once the PC's are on the other side of the door, they have officially entered the aboleth's lair. This means all conditions of an aboleth's lair are active. Upon entry, the door will disappear behind them leaving no trace of an exit.

The party now stands in the old prison of Ironfang Keep. These shadowy, damp halls are a poignant reminder of the Keep's dark history. What once was iron bars have been destroyed by rust leaving jagged points that cause each chamber to look like a mouth full of dripping teeth. Mold thrives in every crevasse causing the air to taste stale and thick.

Over time the mages have converted these cells into barracks for Zale's operation. Each chamber is identical and barren of anything other than bunks and a few blue cult robes. The farthest two cells are used as a communal space with a table and food crates and a holding facility for all the mage's old personal belongings including rusty weapons, tattered clothes, and moldy rations. None of the doors are locked.

Bertrand will be hiding under one of the beds in the Barracks. He has been here almost a week posing as a mage. Because of the Jade necklace around his neck, he is immune to being controlled by Zale.

**Dimensions & Terrain.** The prison has ten 10 feet by 10 feet holding cells, five on each side of the hallway. At the end of the hallway is a set of stairs that lead down. The ascending stairs have been destroyed in a collapse. There is no access to the upper areas of Ironfang Keep.

**Lighting & Sound.** Dim lighting, each cell contains a torch. The sound of rushing water can be heard from beneath

**The Mages.** There are only three mages off duty in the Barracks at any one time. When they are off duty, they convene in the communal space around the table.

### Bertrand Olin

Male, human. Age 70. Completely bald. Father to Julia Olin, and a bit estranged. Use archmage stats in combat.

**Objectives/Goals.** Bertrand's single interest is to enter Ironfang Keep and destroy Zale's plan in the name of Dagon. He will help the party as long as their actions continue to support Dagon's agenda of removing Zale as competition. If the jade necklace is removed at any point, Bertrand will be released from Dagon's control and stop at nothing to escape the Keep and see his daughter again. As long as the jade necklace is on, he is immune to Zale's control because Dagon already maintains control of him.

**What Does He Know?** Bertrand is one of the most well-informed NPCs on Ironfang Keep and its history. He made it his life's work to study it. Unfortunately, he is unaware of the truth of the jade shared or Dagon's control over him. Bertrand has been missing for 5 days, and during that time he has been undercover inside of the Keep.

Bertrand has gathered some very important information regarding the mages and their activities including the following:

- There are roughly 10 mages, mostly human or elf
- They rarely eat, sleep, or speak
- All efforts are focused on some device being built in the under docks. They have been testing it regularly explaining the lightning storms.
- There are no exits; everyone is trapped

### The Mages

Many hundreds of mages have died in the bowels of Ironfang Keep. Most, like Bertrand, dedicated their lives to finding the entrance ignorant of their actual fate. Other mages are drawn to it, beckoned by Zale.

Currently, there are **10 mages** plus **Bertrand** (archmage) that reside in the Keep. All of them wear identical blue robes, and their feet are bare.

**Objectives/Goals.** Once a mage is under Zale's control, they only have one goal – complete the generator at whatever the cost. They rarely sleep or eat, and most of the time the mages die of starvation. Others lose their minds and “offer themselves” to Zale as sustenance. More mages always come to replace those lost.

### COMBAT

The party may choose to fight the mages they meet as they explore the old dungeon. Not all of the mages will be in one location as some of them are on the lower level working on the device. When Bertrand sees them fighting the mages, he will step in to help them without hesitation.

### EXPLORATION

The PC's will quickly realize that there is no exit out. The open door seals off after their entry, and the stairwell to the upper floors of Ironfang Keep have been permanently destroyed and collapsed. The party may find metal wires running along the walls throughout the Keep. Bertrand is hiding under one of the beds in the barracks.

### SOCIAL

The PC's may choose to join Bertrand and infiltrate the mage cult through deception. If they successfully trick the mages, they will be able to walk around freely and join them in the under-docks for “final testing of the device.” Remember that regardless of deception Zale always knows who's in his lair.

If the party reveals themselves as anything other than mages working for Zale, his true followers will attack.

**What Do They Know?** Under his thrall, the mages are only given the information they need from Zale. He never makes himself visible to them, and they never question what he asks. They refer to him as Master. If asked the right questions, the mages may reveal any of the following bits of information:

- Zale's true name
- That the mages collapsed the staircase under Zale's orders to bar the only exit out the front door.
- That the device is very close to having enough “power” to complete Zale's will.

### Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Decrease the number of mages by 2
- **Weak:** Decrease the number of mages by 1
- **Strong:** Add a mage in the hallway
- **Very Strong:** Replace any one mage with an archmage.

# Episode 3: The Patient Aboleth (Story Objective B)

*Estimated Duration:* 45 Minutes

## Scene A. The Ports Under Ironfang Keep

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The lowest level of Ironfang Keep has been Zale's home for almost a thousand years. This area once served as a port and mooring under Ironfang Keep but has been converted into the hull for a giant water-powered generator built from hundreds of years of mage labor. In the bowels of Ironfang, a dozen mages work vigorously attempting to complete and test the contraption before Zale's patience runs out. The mages pause from work to "present an offering" (aka sacrifice a Mage) in hopes of keeping Zale's anger at bay until it is done.

### Prerequisites

The party needs to have entered Ironfang Keep and explored the barracks on the floor above. If the party doesn't locate or find Bertrand in the barracks, he can make himself known in this scene once combat or exploration begins.

### Story Objective B

Defeat Zale the aboleth and return Bertrand to his daughter in Radraine Run.

### Area Information

This area features:

**Dimensions & Terrain.** The under docks expand the full length and width of the Keep. There is a 10 feet wide stone path on either side, each with an additional 5 feet wide wooden dock over 40ft wide water chasm. The dimensions of the whole area, from wall to wall, is 70 feet wide by 120 feet in length. The water is roughly 60 feet deep in the center. Water and a gley cover most surfaces make it slick and difficult terrain.

Also, the mages have constructed rudimentary and unstable scaffolding to reach the wires and wheels for continual maintenance.

**Lighting.** This is a well-lit area via torches, but the deeper water remains dark and shadowy.

**Vision.** The constantly churning wheels create a mist in the air that causes vision to be limited.

### Treasure & Rewards

- **Magic Items.** Cloak of the Manta Ray
- **Special Rewards.** The mages will be ever grateful and offer means of an exit from Ironfang Keep. Julia will provide the PCs with all of Bertrand's estate.

## Scene B. The Generator

The generator is powered by two giant wooden water wheels that churn as the water passes under the Keep rushing to the falls. A thick, metal wire runs from the device, down the docks, and into the water where Zale resides. The wheels power a cylindrical metal device on the docks that draws psionic energy from the water surrounding Zale and stores it. Small, fine metal wire disperses from the container spidering up the walls of Ironfang towards the ceiling and connecting to the water wheels. A very large switch is wired in and mounted on the wall above the energy containers.

The mages work at a concentrated and urgent pace. After tossing a mage into the rushing water as a sacrifice to Zale, one of the mages flips the switch on the device in an attempt to test it. Electricity will fill the space and PC's, and NPC will need to be wary of the standing water on the stone walk paths.

As soon as the party attempts to alter the generator or the test operation in any way the mages will attack in the name of Zale. There are **10 mages** with the potential for one of them to be an **Archmage**.

**Dimensions.** The water wheels are 50 feet in diameter; 20ft of the wheel remains in the water at any given time. There are large centralize spokes that jut out from the exterior walls which the wheels pivot with the force of the rushing water. The spokes are positioned 25ft above the stone floor. A map is available in **Appendix 3**.

### Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Have none of the mage's fight; they stand and watch Zale conquer instead.
- **Weak:** Decrease the number of fighting mages to 3 by having Zale washing the majority of them into the dark waters.
- **Strong** Replace any one mage with an archmage.
- **Very Strong:** Replace any two mages with archmages.

## Scene C. Back in Radraine Run

If Bertrand lives, Julia will be ecstatic to welcome him and the party back to their home. There she will inform them that she will leave with her father at the next sunrise headed back to Waterdeep. If Bertrand doesn't return with the PC's, Julia will give Bertrand Olin's rare items not sold in the sale to the party regardless. If the party returns WITH Bertrand, Julia will sweeten the deal and offer them the house and his property as well.

### Treasure & Rewards

- **Bertrand's Estate.** Bertrand's estate includes the following items; A gilded bottle of venerable dwarven wine, a stylized painting of Ironfang Keep, a set of three wooden eggs painted in the style of Calimsham. Bertrand's home is the largest in Radraine Run and is a 2-story affair with 4 bedrooms, and a guest house in back.
- **Special Rewards.** Bertrand will also offer them the Jade Necklace.

## Playing the Pillars

### COMBAT

Zale will not hesitate to control and destroy anyone, including his mages. They are expendable. Once the aboleth makes itself visible, it is vulnerable. Commanding his mages from a distance is safer and easier. Most of the mages will focus on protecting the device, 6 will defend the device while the others attack.

### EXPLORATION

There are a lot of mechanisms, devices, and gears necessary to keep the generator working. The players could sabotage, break, or destroy this to alter Zale's plan.

### SOCIAL

It is highly unlikely, but the players could prompt Zale to "speak" with them and share his devious plans. It shares only images and whispers to communicate. Zale views mortals as disposable, so he will still attempt to take over their minds after they are informed.

## Wrap-Up: Concluding the Adventure

The Great Power of the Sea is dead. Zale's name will never be spoken again. The White River region is dissolved off the aboleth's influence clearing up the water supply and ending the violent lightning storms. The PC's have upheld their arrangement with Julia by finding the entrance to Ironfang and (hopefully) returning her father.

Even in the completion of this task, Ironfang Keep still looms on the horizon maintaining its status as one of the oldest and most mysterious locations in Faerûn. Though one great evil may have been cleared from under its halls, the upper floors remain unsearched, and more importantly, Dagon's competition is gone. Dagon now has one less impediment between him and his aspirations of total control. The fate of the Moonsea region is still uncertain. The jade necklace continues the call for a new owner beaoning Dagon's next victim.

## 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

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

- **Story Objective A:** Find the entrance to Ironfang Keep and locate Bertrand Olin.
- **Story Objective B:** Defeat the aboleth

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

- **Bonus Objective A:** Acquire Bertrand's journal
- **Bonus Objective B:** Dispose of the unstable energy module

### Player Rewards

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

#### Magic Item Unlock

Characters completing the adventure unlock:

**Cloak of the Manta Ray.** Wondrous Item, uncommon. While wearing this cloak with its hood up, you can breathe underwater, and you have a swimming speed of 60 feet. Pulling the hood up or down requires an action. This item can be found in **Appendix 7**.

#### Story Awards

Characters playing the adventure may earn:

**Touched by Dagon.** The party could potentially complete this adventure with Bertrand's jade

necklace connecting them to Dagon and the larger story of the Jade Statue.

### Dungeon Master Rewards

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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.

- **Bertrand Olin (bERT-rand OL-in)**. Each NPC should have defined traits (Personality, Ideals, Bonds, & Flaws), plus information describing their objective(s) at the start of the adventure, and whether they're likely to change throughout the adventure.

**Personality:** *I am horribly, horribly awkward in social situations.*

**Ideal:** *Free Thinking. Inquiry and curiosity are the pillars of progress.*

**Bond:** *Nothing is more important than knowledge.*

**Flaw:** *I'd risk too much to do as the jade necklace asks.*

- **Julia Olin (JOO-lee-uh OL-in)**. Human female, early 20's. Julia is Bertrand's only child. She followed blindly during his obsessive studies from Waterdeep to Radraine Run so he could be closer to Ironfang Keep. She grew up with his tales and lore of the daunting fortress, and she knows that even in his psychosis he was getting close to finding a way in. She is assured he is still alive and needs to be rescued from whatever dark power lies within. All she wants is her father brought home alive, and she's willing to trade his entire collection of rare magical items/gear for his safe return.

**Personality:** *I feel tremendous empathy for all who suffer.*

**Ideal:** *Family. She wants to return to Waterdeep and be a family again.*

**Bond:** *My father is the most important thing in my life, even when they are far from me.*

**Flaw:** *My hatred of Ironfang and its truth is blind and unreasoning.*

- **Jersh & Winfred (j-ER-sh & WIN-fred) – Local Fisherman**. Jersh and Winfred are brothers born in Radraine Run and dedicated to the art of fishing. It was a complete coincidence that they witnessed Bertrand jump from the top of the cascades a few days ago. Both of them tell different stories of exactly what happened, but after searching the nearby water neither were able to recover Bertrand's body. Now they own his journal, and they are not interested in parting with it.

**Personality:** *We misuse long words in an attempt to sound smarter.*

**Ideal:** *Power. If we can attain more power, no one will tell us what to do.*

**Bond:** *We want to be famous, whatever it takes*

**Flaw:** *We are quick to assume that someone is trying to cheat us.*

- **Radraine Run (RAD-rain Run)**. Small fishing thorp located a mile downstream from White River Falls. The water has recently become toxic, and lightning storms appear almost every night on the horizon. If the aboleth is destroyed, these happenings will stop.
- **Ironfang Keep (I-urn-faNG Keep)**. Ironfang Keep an ancient giant fortress that had stood sealed for hundreds of years. Made of basalt and rock, it is located on top of the White River Fall. Strange activity is normal for the area surrounding Ironfang, but over the last few months, it has gotten more frequent and violent.



## Appendix 2: Creature Statistics

### Aboleth (Zale or The Great Power of the Sea)

*Large aberration, lawful evil*

**Armor Class** 17 (Natural Armor)

**Hit Points** 135 (18d10 + 36)

**Speed** 10 ft., swim 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

---

**Saving Throws** CON +6, INT +8, WIS +6

**Skills** History +12, Perception +10

**Senses** Darkvision 120 ft., Passive Perception 20

**Languages** Deep Speech, Telepathy 120 ft.

**Challenge** 10 (5,900 XP)

#### Actions

---

**Amphibious.** The aboleth can breathe air and water.

**Mucous Cloud.** While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

**Probing Telepathy.** If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

#### Legendary Actions

---

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

**Detect.** The aboleth makes a Wisdom (Perception) check.

**Tail Swipe.** The aboleth makes one tail attack.

**Psychic Drain (Costs 2 Actions).** One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

#### Lair Actions

---

When fighting inside its lair, an aboleth can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the aboleth takes a lair action to cause one of the following effects:

- The aboleth casts *Phantasmal Force* (no components required) on any number of creatures it can see within 60 feet of it. While maintaining concentration on this effect, the aboleth can't take other lair actions. If a target succeeds on the saving throw or if the effect ends for it, the target is immune to the aboleth's phantasmal force lair action for the next 24 hours, although such a creature can choose to be affected.
- Pools of water within 90 feet of the aboleth surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 14 Strength saving throw or be pulled up to 20 feet into the water and knocked prone. The aboleth can't use this lair action again until it has used a different one.
- Water in the aboleth's lair magically becomes a conduit for the creature's rage. The aboleth can target any number of creatures it can see in such water within 90 feet of it. A target must succeed on a DC 14 Wisdom saving throw or take 7 (2d6) psychic damage. The aboleth can't use this lair action again until it has used a different one.

#### Regional Effects

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The region containing an aboleth's lair is warped by the creature's presence, which creates one or more of the following effects:

- Underground surfaces within 1 mile of the aboleth's lair are slimy and wet and are difficult terrain.
- Water sources within 1 mile of the lair are supernaturally fouled. Enemies of the aboleth that drink such water vomit it within minutes.
- As an action, the aboleth can create an illusory image of itself within 1 mile of the lair. The copy can appear at any location the aboleth has seen before or in any location a creature charmed by the aboleth can currently see. Once created, the image lasts for as long as the aboleth maintains concentration, as if concentrating on a spell. Although the image is intangible, it looks, sounds, and can move like the aboleth. The aboleth can sense, speak, and use telepathy from the image's position as if present at that position. If the image takes any damage, it disappears.

If the aboleth dies, the first two effects fade over the course of 3d10 days.



## Archmage

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 With Mage Armor)

**Hit Points** 99 (18d8+18)

**Speed** 30 ft.

---

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

---

**Saving Throws** Int +9, Wis +6

**Skills** Arcana +13, History +13

**Senses** Passive Perception 12

**Languages** Any six languages

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

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

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

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

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

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

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

**4th level (3 slots):** banishment, fire shield, stonkskin

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

**6th level (1 slot):** globe of invulnerability

**7th level (1 slot):** teleport

**8th level (1 slot):** mind blank

**9th level (1 slot):** time stop

\*The archmage casts mind blank, stonkskin and mage armor spells on itself before combat.

### Actions

---

**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

## Giant Crocodile (“Percy”)

Huge beast, unaligned

**Armor Class** 14

**Hit Points** 85 (9d12 + 27)

**Speed** 30 ft., swim 50 ft.

---

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

---

**Skills** Stealth +5

**Senses** Passive Perception 10

**Languages** --

**Challenge** 5 (1,800 XP)

**Hold Breath.** The crocodile can hold its breath for 30 minutes.

### Actions

---

**Multiattack.** The crocodile makes two attacks: one with its bite and one with its tail.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

**Tail.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the crocodile. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

## Gladiator (Jersh)

Medium humanoid (any race), any alignment

**Armor Class** 16 (Studded Leather, Shield)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

---

**Saving Throws** Str +7, Dex +5, Con +6

**Skills** Athletics +10, Intimidation +5

**Senses** Passive Perception 11

**Languages** Any one language (usually Common)

**Challenge** 5 (1,800 XP)

**Brave.** The gladiator has advantage on saving throws against being frightened.

**Brute.** A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

### Actions

---

**Multiattack.** The gladiator makes three melee attacks or two ranged attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

**Shield Bash.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

### Reactions

---

**Parry.** The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

## Mage

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 With Mage Armor)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

---

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

---

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** Passive Perception 11

**Languages** Any four languages

**Challenge** 6 (2,300 XP)

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

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

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

**2nd level (3 slots):** *misty step, suggestion*

**3rd level (3 slots):** *counterspell, fireball, fly*

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

**5th level (1 slot):** *cone of cold*

### Actions

---

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

## Werebear (Winfred)

*Medium humanoid (human, shapechanger), neutral good*

**Armor Class** 10 In Humanoid Form, 11 In Bear and Hybrid Form

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft., 40 ft., climb 30 ft. in bear or hybrid form

---

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

---

**Skills** Perception +7

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Senses** Passive Perception 17

**Languages** Common (can't speak in bear form)

**Challenge** 5 (1,800 XP)

**Shapeshifter.** The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

### Actions

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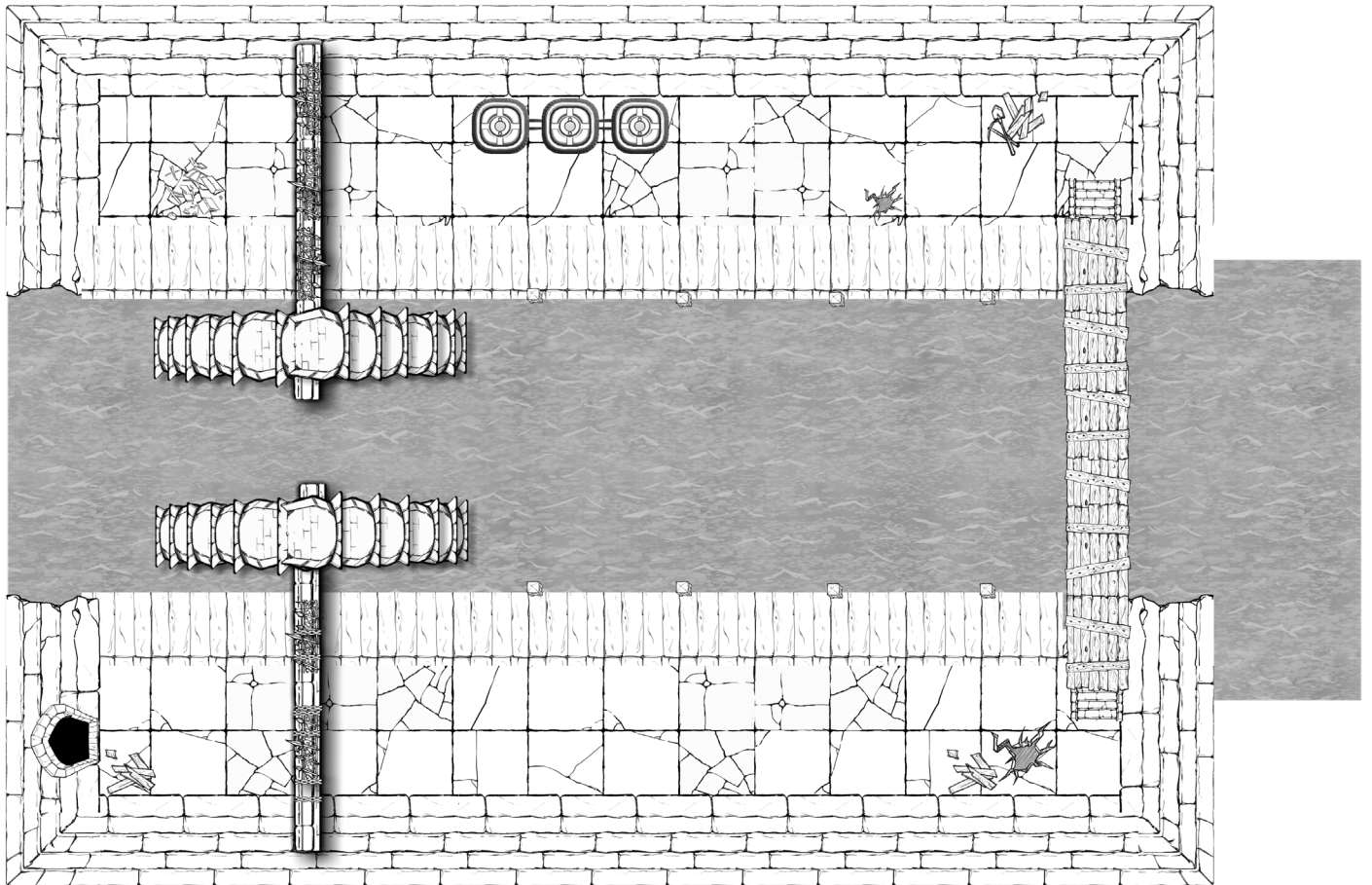
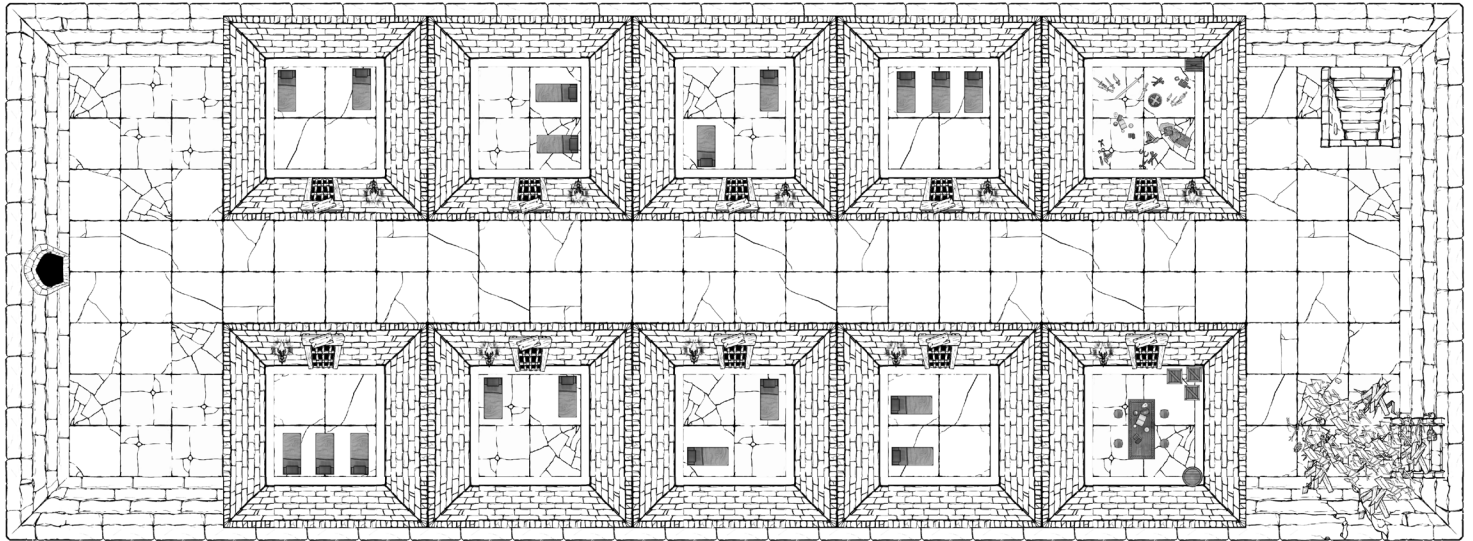
**Multiattack.** In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

**Bite (Bear or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

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

**Greataxe (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

## Appendix 3: Map – Barracks & Lower Docks





## Appendix 4: Journal Heist (Bonus Objective A).

*Estimated Duration:* 45 minutes

### Setting Description

Obtaining Bertrand's journal will provide additional important and relevant information about Ironfang Keep.

Jersh and his brother Winfred were quick to purchase Bertrand's journal from the estate sale and head promptly home for their afternoon nap. Even as simple men, they recognize the value of the information that is inside, so they are not interested in selling it for any amount of money. If the party is going to retrieve Bertrand's journal, they are going to have to do it by some other means than gold.

Radraine Run is not a large town and doesn't have that many public-facing businesses. Some of the locals may provide information on the two fishermen before heading to their homes but will know very little about Bertrand as most kept their distance. It's common knowledge with the locals that the two fishermen live in a houseboat tied up at the end of Radraine Run's docks.

### Prerequisites

The players should speak with Julia Olin to learn of the journal and its importance.

### Bonus Objective A

Acquire Bertrand Olin's journal from the two fishermen, Jersh and Winfred, to learn more about Bertrand's research on Ironfang's entrance and possibly his true fate.

### Area Information

This area features:

**Dimensions & Terrain.** The brother's boat is anchored at the end of the boardwalk with a smaller fishing boat tied up next to it. Overall, the houseboat is 30 feet long and 15 feet wide. A narrow deck runs around the exterior of the rickety house structure in the middle and is only accessible by a single door at

### Scene A. The Boat House

When the players arrive, the houseboat will be very quiet as both brothers are deep into their afternoon nap. Percy, the brother's pet crocodile, is always around hiding beneath the boat remaining unseen until the perfect moment to strike. She will know the moment the PC's step foot on the boat.

the bow and a small porthole window near the stern. Fishing gear and paraphernalia litter the deck.

**Lighting.** The boardwalk and docks in Radraine Run are lit with lanterns hanging on hooks. The rest of the light is provided by lightening bugs along the banks of the river.

### Jersh & Winfred – The Fishers

Human, twins. Late 50's. Born and raised in Radraine Run. They witnessed Bertrand jump over the falls less than a week ago. Both of them searched the waters thoroughly, but there is still no sign of his body. They live a simple life as fishermen, and their favorite fishing spot is at the base of the falls near Ironfang Keep.

**Objectives/Goals.** The two of them believe themselves the bravest of fishers. They simply live to fish and tell tall-tales of their "fishing adventures" to anyone who will listen. They originally attended Bertrand's estate sale hoping to find a "magical remedy" for attracting fish but ended up spending all their coin on Bertrand's Journal believing that it may hold information that leads them to treasure. They aren't interested in parting with it for any amount of gold.

**What Do They Know?** If asked about what they witnessed, both brothers are assured that Bertrand simply *closed his eyes* and jumped from the ledge. Jersh specifically remembers him clutching his necklace at the last second. Because of their extended time in Radraine Run, they also tell tales of great lighting storms with no rain and toxic waters that only fish can survive in.

### Radraine Town's Folk Gossip

- "I heard that Bertrand lost his mind and jumped."
- "Those brothers are weird. They do everything together. Even share a houseboat at the end of the docks."
- "Bertrand was estranged and was always talking about that blasted Keep just up the river. All a bunch of nonsense if you ask me."
- "Never trusted Bertrand, myself. What's a city man doing in a fishing town anyways?"

The interior of the houseboat is narrow with a small kitchen and two sleeping hammocks that hang one over the other like bunk beds. Winfred clutches the journal to his chest as he and his brother sleep away the afternoon.

## Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** The brothers will not fight and give the journal as leverage for their lives.
- **Weak:** The brothers choose not to fight; they rely on the giant crocodile, Percy.
- **Strong:** The brothers and Percy will attack.
- **Very Strong:** Due to all the activity (damage and movement) the boathouse may tip over or begin to sink forcing the combat into the river making combat more difficult.

## Playing the Pillars

### COMBAT

If the PC's are caught stealing the journal, the fishermen will attack and call on their pet crocodile as reinforcement. If the PC's do not wake, the brother's Percy will attack alone as they attempt silent escape. It should be noted that killing the brother's will upset the locals if they find out.

### EXPLORATION

The party can speak with the locals to gain more information on Jersh and Winfred. The brothers are asleep when the PC's arrive, so there is an opportunity to stealth on board and steal the journal from them.

### SOCIAL

The party can always attempt to intimidate the two brothers into giving up the journal. They are significantly weaker than them and extremely unintelligent. They may also choose to trick them as well using other charisma driven means such as deception or persuasion.

## Appendix 5: Lots-o-Energy (Bonus Objective B.)

*Estimated Duration:* 1 hour

### Setting Description

If the PC's destroy the aboleth and are interested in an additional challenge, disposing of the built-up psionic energy should prove as a time-sensitive challenge. During the battle, the energy container holding all the charged psionic energy from Zale was damaged, and it now seems unstable along with the rest of the old docks. The PC's must mitigate Bertrand and take action to dispose of this device before it potentially explodes.

### Scene A. Energy Container

The Energy Container is located on the far side of the under docks. It is comprised of three different cylindrical vessels connected to the wires that run the length of the Keep and bind around the water wheels. There is no correct or predetermined way for the PC's to disarm this device. There are multiple options for completion.

If the PC's are unable to disarm it or are slain during combat, the device will detonate not as a concussive explosion but as a wave of highly volatile psionic energy that ripples outward spreading chaotic magic and negatively affecting the Moonsea region.

#### COMBAT

Once Zale is dead, Bertrand will turn on the group and attempt to kill everyone by "blowing up" the device. Dagon gives this command as he wants no trace of Zale having been there at all. The team can also remove the jade shard and free Bertrand of Dagon's control. Use the archmage stats for Bertrand in combat.

#### EXPLORATION

The party can always make a series of skill checks to figure out how the generator functions. It contains large amounts of volatile, psionic energy pulled from Zale. The energy can either be released or disposed of in some clever way.

#### SOCIAL

The mages will be quick to talk once they are free of Zale's will. Most of them have the knowledge necessary to disarm or at least identify the issue with the energy container. They may even choose to side with the team and help fight off Bertrand while they disarm the device.

#### Prerequisites

The party must have destroyed the ancient aboleth, Zale, before they will be able to disarm the device.

#### Bonus Objective B

Dispose of the volatile psionic energy container.

#### Area Information

This area features:

**Dimensions & Terrain.** After the combat with the aboleth, the wooden docks are severely damaged and now are considered difficult terrain.

#### Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Bertrand's necklace falls off during combat releasing him from fighting the group, and the mages help to disarm the device that they engineered.
- **Weak:** Remaining mages help defeat Bertrand when he attacks bidding time for the PC's to disarm the device.
- **Strong:** Two of the remaining mages side with Bertrand and fight the party.
- **Very Strong:** Because the mechanism has been damaged wires spark electricity affecting the standing water. It is now difficult terrain and causes 11 (2d10) lighting damage for anyone touching the water at the start of their turn.

## Playing the Pillars

## Appendix 6: Bertrand's Journal Entries (Player Handout 1)

Bertrand's journal is filled with strange drawings and years' worth of research and theories written in many different languages. The entries get more and more incoherent over time making his final entries difficult to comprehend. Here are some things the players will find when they study his journal.

### TEXT

- "The lightning storms must be getting more violent, or I was too close today. The shock of electricity I endured knocked me out cold for 3 hours. When I awoke, I was bald. It was a fair trade to lay eyes on the conductor wire running up the Keep."
- "Experiment #134: water is toxic only when you digest it; went swimming without becoming ill and found a beautiful jade shard in the shallows."
- "Since I brought the shard back I've had a hard time sleeping. The voice in my head constantly whispers. All I can think about is Ironfang Keep. Where could the entrance be hiding?!"
- "Experiment #432: Melon launch was a success; no melon was recovered from the bottom of the falls; unsure of where it went."
- "You do always see the truth with your eyes open."
- "I had a strong urge to jump from the falls today. I couldn't bring myself to do it."
- THE FINAL ENTRY: "Today is the day. I have faith."

### DRAWINGS

- Sketch of the exterior of Ironfang Keep
- Local, areal map focused on Ironfang in the Keep; currently marked with multiple "X's" - possible entrance locations??
- A detailed physics drawing mapping the launch projections for a melon over the falls; it shows a targeted area the melon is attempting to hit



## Appendix 7: Magic Items

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

### Cloak of the Manta Ray (Table B)

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*Wondrous Item, uncommon*

While wearing this cloak with its hood up, you can breathe underwater, and you have a swimming speed of 60 feet. Pulling the hood up or down requires an action. This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

### Potion of Healing (Common)

---

*Potion, Common*

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated. (2d4+2)

### Scroll of Mage Hand (Cantrip)

---

*Scroll, Common*

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

**Mage Hand.** A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

## Appendix 8: Player's Handout (Story Award)

### Touched by Dagon

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Keeps track of how many jade shards the character has collected. Circle the number of jade shards your character has collected.

1 2 3 4 5 6 7 8 9 10 11 12 13

# Appendix 9: 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 7**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

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

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