



The legendary brewer, Vormestrand, has disappeared in pursuit of creating the finest beer Faerûn has ever tasted. While some believe that his rival, Zythos, may have had a role in his disappearance, the only clue is the recipe itself—something that Zythos really wants to get his hands on. It's up to you to safeguard the recipe and finish the brewer's work!

Part 1 of the *Cascadian Legacy* series of adventures.

A Seven-Hour collection of Mini-Adventures for 1st and 2nd Level Characters. Optimized for APL 1

CREDITS

Lead Designer: Travis Woodall

Designer: Peter Williams

Editing: Travis Woodall

D&D Adventurers League Guildmaster: Chris Lindsay

Cartography: Travis Woodall

Font: KG All of Me by Kimberly Geswein Fonts

D&D Adventurers League Wizards Team: Adam Lee,
Ari Levitch, Chris Lindsay, Mike Mearls

D&D Adventurers League Administrators: Alan
Patrick, Amy Lynn Dzura, Travis Woodall, Lysa Chen,
Claire Hoffman, Greg Marks

Playtesters: The fine folks of Three Magnets Brewing
Co., TeKu Tavern, and the attendees of PAX West 2018!

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ADVENTURE PRIMER

“Beer is proof that God loves us and want us to be happy.”

—Benjamin Franklin

BACKGROUND

For the past twenty years or so, **VORMESTRAND**—a retired adventurer—has been producing and distributing some of the finest ales in the region—if not **FAERÛN**. He’s traveled far and wide and used his extensive contacts to gather exotic ingredients and develop new techniques to brew wondrous **BEERS** to tantalize the taste buds of thirsty folk everywhere.

But not everyone is pleased with Vormestrand’s accomplishments. Other brewers in the area grew jealous and resentful of his feats of hop-and-malt-based genius, but none more than **ZYTHOS**—a brewer residing in the distant city of **HILLSFAR**.

Recently, Vormestrand has been planning his most ambitious beer yet, and Zythos aims to stop him. This is where our story begins!

EPISODES

The adventure is spread over three to five episodes that takes approximately two to four hours to play. These episodes are initially introduced by a Call to Action Episode. 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: The Abductioning.** While enjoying an evening at the Oaken Doors, Vormestrand’s brewery catches fire! The characters give chase to the arsonists and discover that the head brewer has been abducted! This is the **Call to Action**.
- **Episode 2: Sweet Temptation.** Venture to Mercy Hill in pursuit of the grain needed for the brewery’s newest beer. This is **Story Objective A**.
- **Episode 3: Bitter Revenge.** The most special kind are grown by the fey deep in Cormanthor Forest. This is **Story Objective B**.
- **Episode 4: Wet Behind the Ears.** The characters search along the Moonsea for pure water. This is **Story Objective C**.
- **Episode 5: Un-Fun-Guys.** Vormestrand believed that a special strain was found near the ruins of an elven temple. This is **Story Objective D**.

- **Episode 6: Brew Day.** With all of the ingredients harvested, it’s time to brew! Get your mash paddles ready! This is **Story Objective E**.

EPISODE SEQUENCE

Depending on your time constraints, and play style and environment, this adventure will take 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 1 hour. However, if you wish, you can provide a longer experience for your players by pursuing the other objectives.

Multiple Table. This adventure can be easily adaptable for a sort of “mini-Epic.” **Episode 6, Appendix 11** provides suggested guidance if you’re looking to enjoy it with a whole room full of people!

NEW PLAYERS? NO PROBLEM!

With these sorts of adventures and events, it’s very likely that a large number of your players may be new to the game. That means is up to you, the DM, to ensure that they a) learn the basics of playing it, and b) have a blast doing so! This adventure contains a number of sidebars with important game rules that the players will learn as they play.

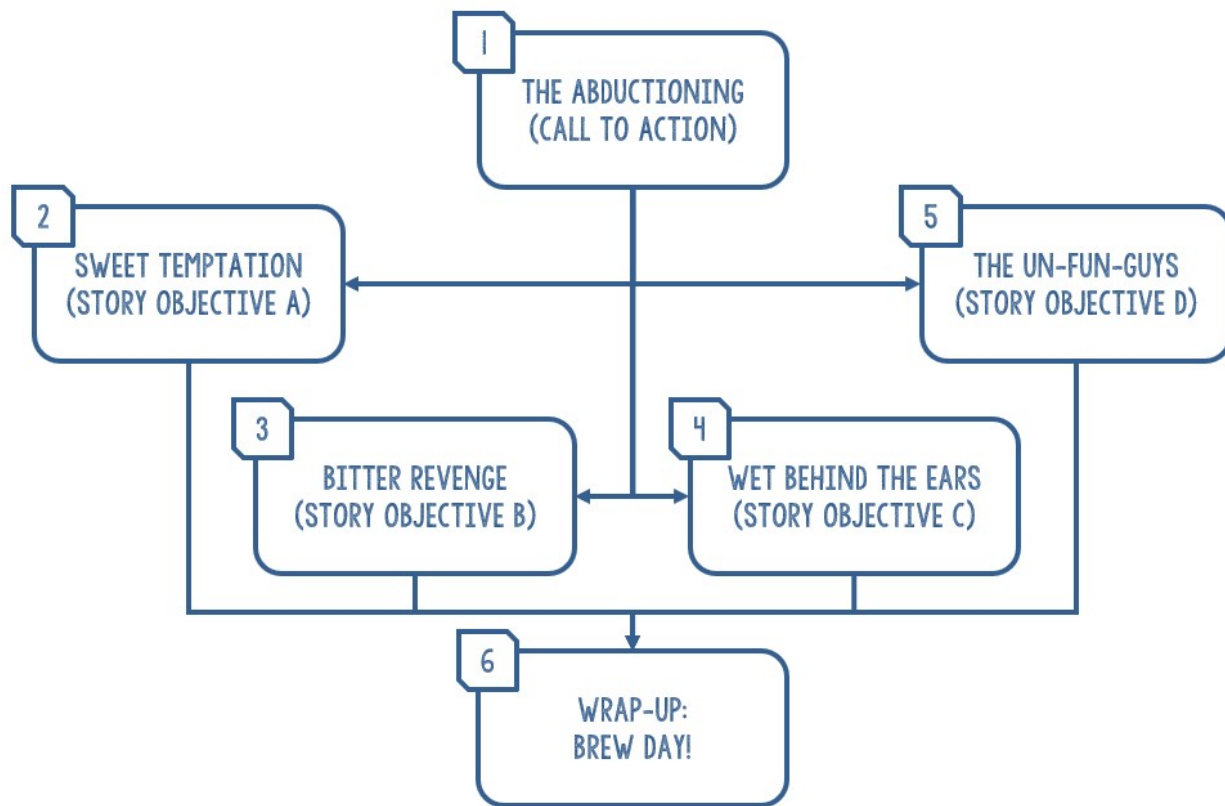
As such, make sure to keep them smiling and rolling dice. Be descriptive and enthusiastic when describing the action, and you’ll notice that they’ll quickly follow suit. If this adventure is being played at the Three Magnets Brewing Co. Pubhouse, TeKu Tavern, or some other venue with beverage service, make sure to give your players the opportunity to grab a beer or two if they wish (while being mindful of local laws and venue policies on over-service). Also, you should become intimately familiar with the pre-generated characters (if provided) and incorporate them into the story.

These are easy tricks to ensure your players become immersed in the story that our sponsors want to tell. Happy, entertained players are more likely to come back for future events, so make sure they leave with a smile on their face!

Additionally, if you yourself happen to be a new DM, then first off, welcome! For your convenience, this adventure includes sidebars that provides an explanation of the relevant rules used as the adventure progresses!

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 I: THE ABDUCTIONING (CALL TO ACTION)

Estimated Duration: 60 minutes

SETTING: THE OAKEN DOORS

Themes: Folksy, revelry, rustic

While not necessarily a hole-in-the-wall, this small rural tavern has two things going for it: first, it was once a barn, so it's quite large inside, and second: it gets first dibs on beer Vormestrand brews.

THE VILLAGE OF CASCADIA

The adventure begins in the sleepy village of Cascadia—little more than a crossroads with a few buildings scattered around it. One of them, however, happens to be a brewery run by Vormestrand, one of the most famous brewers that ever lived.

The village is nestled in a wide expanse of gently rolling, grassy plans between the Cormanthor forest to the south, the Moonsea to the north, and Elventree and Elmwood to the west and east, respectively.

It's the middle of summer in Cascadia: the hop fields are ripening, and the skies are blue with the occasional cloud drifting lazily by. Cool, moist breezes blow in from the Moonsea to the north—cooling the warm day just right. The air is filled with the smell of the burgeoning hop crops and summer flowers. The sounds of song and water birds fill the air. The clatter of wagon wheels on stone cobbles and the lapping of waves on the rocky shore can be heard in the distance. The ringing of a deck bell of a trade ship can be heard even further away.

AREA INFORMATION

This Oaken Doors has the following features:

Dimensions & Terrain. In the not-too-distant past, the Oaken Doors was a barn. Since then, it's been repurposed for a taproom for the adjacent brewery. It's approximately 80-feet long and 40-feet wide. The ground is packed earth. A ladder leads to a hay loft (and the occasional round of laughter as someone spills their beer trying to make the climb). A long, oak bar runs almost the entire length of the western wall, lined with three-legged stools.

Lighting. The interior is always well lit. The doors are wide open during the day, while oil lamps and torches provide warm light in the evenings.

CREATURES/NPCS

Not counting the characters, there are no less than a hundred people (mostly local **commoners** with a few younger **nobles** visiting from out of town) in the barn tonight. It's a busy night at the Doors!

Objectives/Goals. Most of the commoners are locals unwinding after a day's work. Any out-of-town folks are in the area specifically to drink some of the beers that Vormestrand has on tap.

What Do They Know? Everyone here is enjoying themselves—completely oblivious to the dangers that are yet to unfold.

CHARACTER INTRODUCTIONS

This is a great time for character introductions. Allow each character a minute or so to introduce their character, describe their appearance and mannerisms, and the reason why they're in the area. If the players are using the pre-generated characters, they are working this particular night—slinging beer, cooking food, and even entertaining the customers. Be sure to ask the players what their characters are doing to keep the customers happy!

NOTE: Consider awarding inspiration (and explaining what inspiration is and how it works in the process) to the player that captures their character the best!

SCENE A. KABOOM!

Themes: Chaotic, crowded, smoky

Before folks are able to get too deep into their cups, the night's festivities are brought to a screeching halt! An explosion rocks the Oaken Doors. Unbeknownst to everyone, agents in the employ of Zythos have abducted Vormestrand and set his brewery alight!

CREATURES/NPCS

A mob of a hundred **commoners** and **nobles** inside the taphouse are running around in terror towards the open double doors at the front of the taphouse.

Objectives/Goals. All of the customers have one goal: to escape—violently if need be.

What Do They Know? They don't know what the cause of the noise or fire is, and they have no interest in waiting to find out.

CROWDED TAVERN

If the characters want to get to the brewery in a hurry, they're going to have to navigate the crowd first! This is a great opportunity to introduce an important mechanics of the game: the **ability check** (see Ability Checks, below).

ABILITY CHECKS

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. You call for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine success. An ability check consists of a d20 roll plus the ability score modifier for the ability used for the check. Additionally, an ability check may also include the use of a skill, such as Athletics, Arcana, or Stealth. If the character is proficient with that skill, the player also adds the character's proficiency bonus (+2 at 1st level) to the roll. If the check equals or exceeds the difficulty class (DC) of the task at hand, the character succeeds, otherwise they fail.

To start things off, have all of the characters roll initiative to determine in what order the characters get to act. An **initiative check** is a Dexterity ability check. It isn't a skill, so proficiency doesn't apply.

Once you've determined who goes first, the characters take turns describing what their character does, and you determine what sort of ability check they should make to see if they're successful or not. In this case, this check should be a **group check**, which means that if half or more of the characters succeed on their check, the entire group succeeds!

Some suggestions that you might give your characters include (but certainly aren't limited to):

- **Strength:** Forcing their way through the crowd.
- **Dexterity:** Nimbly darting through the crowd.
- **Intelligence/Wisdom:** Finding a fast way around.
- **Charisma:** Shouting for everyone to remain calm.

This list isn't intended to be comprehensive, use your judgment in determining what ability score fits the character's choice of action best. Think outside the box, and your players will too. Some characters might even forgo an ability check and use magic to solve the problem. If they're clever enough doing so, consider it an automatic success!

Success or Failure? What happens next depends on whether or not the characters succeeded on the **group check**:

- **Success:** The characters quickly escape out of the Oaken Doors. Proceed to **Scene B, Option 1**.
- **Failure:** The characters escape the Oaken Doors, but too late. Proceed to **Scene B, Option 2**.

SCENE B. THE BREWERY'S ABLAZE!

Themes: Flames, frantic, smoky

The characters scramble out of the back-door of the Oaken Doors as flames begin to spread within the brewery. This building is smaller than the taphouse, and has a small, attached shed that houses grain, hops, and other brewing ingredients.

AREA INFORMATION

The brewery has the following features:

Dimensions and Terrain. The interior of the brewery is fairly modest—only about 30-by-30 feet. Large oak tanks occupy most of this space.

Lighting. Good news: the area is brightly lit. Bad news: because it's on fire.

Clues. Characters within the brewery can also search for clues using **Intelligence (Investigation)** checks. For each successful DC 9 check, they notice one piece of potentially important information;

- Small **shards of clay pottery** litter the floor. Characters proficient in alchemists' tools automatically identify these as being the remains of flasks of alchemist fire.
- Vormestrand's work desk is usually littered with sheafs of paper and leather-bound journals—the brewer's recipes. The characters find a large scroll tube made of hard, boiled leather on the floor beside the desk—it looks as if it rolled off the desk and out of sight under a nearby cabinet, out of sight. The scroll tube is **empty!**
- Vormestrand's **iconic leather apron** isn't on its hook. The apprentices in particular know that he only wears it while working and puts it on the hook when his day is done. This means that he was likely in the shop when something happened.
- The door at the rear of the brewery is **unlocked and ajar**. The apprentices know that Vormestrand is very careful about leaving the door locked to make sure that no one wanders in and hurts themselves while he's brewing. Unusual indeed!

Smoke. Each character that attempts to learn something must succeed on a DC 9 Constitution saving throw to avoid burns and smoke inhalation—taking 3 (1d6) fire damage on a failure.

SAVING THROWS

Similar to an ability check, a saving throw—also called a save—represents an attempt to resist a spell, a trap, a poison,

a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm. To make a saving throw, add the appropriate ability modifier to a d20 roll. If you're proficient in that saving throw, add your proficiency modifier to the roll as well.

Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's spellcasting ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

Collapse. Eventually, large, flaming beams start snapping and falling from the ceiling. Characters still inside must succeed on a DC 9 Dexterity saving throw or be struck by a burning beam. Those that fail take 3 (1d6) bludgeoning damage, 3 (1d6) fire damage, and are **restrained** (see Restrained, below). Characters restrained by a beam can use their action to make a DC 9 Strength (Athletics) or Dexterity (Acrobatics) check (also called an **Escape** check). Another character can use their action to **Help** the trapped character—granting **advantage** on this check. Huzzah for teamwork!

RESTRAINED

While restrained:

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws

OPTION 1. WE'RE NOT TOO LATE!

The characters arrive at the burning brewery before it's started to burn in earnest. The characters have **three** rounds (three actions each) to search the burning brewery before it starts to **collapse**.

OPTION 2. WE'RE TOO LATE!

The characters arrive at the burning brewery after it's started burning in earnest. The characters only have **one** round to search the building for clues before they risk **danger**.

SCENE C. OH, KARL...

While they investigate the charred remains of the brewery, one of the area's local hop-farmers arrives.

NPC INFORMATION

While the investigation of the smoldering ruins of Vormestrand's brewery winds down, Karl arrives—sweaty and quite out of breath.

Objectives & Goals. First and foremost, Karl wants to catch his breath and get a cold drink (Beer? Oh, how kind of you!). Once that's taken care of, he is dying to spill the latest gossip.

What Does He Know? Karl saw a group of folks running from town after hearing the explosion; they were "whoopin', hollerin', and carryin' on. One of them was carrying a pack full of papers and books—some of which fell out while they were running away. The no-good-nicks were heading west past Karl's farm into the gully on the far end of his property.

PROCEEDING TO THE NEXT SCENE

The characters may take a short rest if they wish.

SHORT REST

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total (minimum of 0). The player can spend an additional Hit Die after each roll.

SCENE D. THE GULLY

The characters follow the trail around Karl's farm and into a wide gully, overgrown with brush and brambles. Deep within, they hear voices.

AREA INFORMATION

The area has the following features:

Dimensions and Terrain. The gully is fairly vast—easily a hundred feet across and filled with trees and dense undergrowth. There's a clearing approximately 30 feet downhill from where the characters arrive. The undergrowth is difficult terrain and they must spend 2 feet of movement for each foot traveled. That means that a character with a speed of 30 feet can only progress 15 feet. They'd have to **Dash** to close the remaining 15 feet.

Lighting. The afternoon sun hangs high overhead, brightly lighting the entire area.

NPC INFORMATION

There are three **bandits** here, led by a **thug**.

ADJUSTING THIS ENCOUNTER

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

- **Weak:** Remove a **bandit**.
- **Strong:** Replace the **bandits** with two **thugs**.
- **Very Strong:** Replace the **bandits** with three **thugs**.

Objectives & Goals. The thug is rifling through a backpack—searching in vain for Vormestrand's latest recipe. The bandits are lounging around waiting for instructions—eating, playing cards, etc.

What Do They Know? The thug was hired by Zythos, though he doesn't willingly betray this

information. The bandits only know that they're due money for setting fire to the brewery and causing general mayhem.

ATTACK ROLLS

The last kind of roll is the attack roll. Similar to ability checks and saving throws, when you make an attack, your roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers (annotated on the player's character sheet). If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, and the AC of a monster is in its stat block.

Rolling 1 or 20. Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss. If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit, which is explained later in this section. If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

TREASURE

If the characters search the thug, they find a backpack. The backpack contains:

- A beer recipe written on a bound paper scroll;
- A *potion of healing*;
- A single sheet of fine vellum upon which is written:
"Burn the old man's operation down. I shan't have him embarrass me any further! Furthermore, recover the recipe for his newest creation. You shall be paid in full upon your return, but not a penny before then! Don't trouble yourself with the man himself, he'll be taken care of by more skilled individuals in my employ..."

—Z"

PLAYING THE PILLARS

COMBAT

The bandits spread out and maneuver to attack squishy-looking folks wearing little armor. The thug, however, wades into combat with relish—looking for the biggest and baddest foe.

EXPLORATION

The characters can attempt to sneak up on the bad guys with a Dexterity (Stealth) check. If they are successful, they may surprise the ne'er do wells.

SOCIAL

The thug has been hired to do a job and talking him out of it is nigh impossible. The bandits, however, may be swayed to turn on their boss—for the right price.

CALL TO ACTION

As it stands, the characters don't have a ton to go off of. The apprentices are without their master, the brewery is in flames, and their taproom will run out of beer soon with no means to brew more.

In order to brew the beer, they'll need:

- **Malt.** Proceed to **Episode 2.**
- **Hops.** Proceed to **Episode 3.**
- **Water.** Proceed to **Episode 4.**
- **Yeast.** Proceed to **Episode 5.**

Once all of the ingredients have been gathered, the characters return to Cascadia and prepare for the brew day. However, agents of Zythos aren't keen on letting them complete the task. Proceed to **Episode 6.**

ADVENTURE REWARDS

Upon completing the episode, 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 earn **one advancement checkpoint** and **one treasure checkpoint** for completing the **Call to Action**.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure.

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 I. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

- **Cascadia.** This sleepy little town is little else than a stop in the road just at the mouth of the River Lis east of Elmwood. The village makes a fair trade in hops sold in Elmwood for use and for distribution throughout the Moonsea, but its claim to fame is that it is the home of Vormestrand—quite possibly the finest brewer in the Realms.
- **The Oaken Doors.** The taphouse that serves Vormestrand's beers. Once a large barn, the building now serves as a tavern. It's wildly popular with residents and visitors, alike.
- **Farmer Karl.** This pudgy guy farms some of the best hops in the region for use in Vormestrand's beers. He's out of shape and has a penchant for gossip.

APPENDIX. NPC STATISTICS

BANDIT

Medium humanoid (human), chaotic neutral

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

THUG

Medium humanoid (human), chaotic neutral

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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

APPENDIX. THE GULLY MAP (B&W)



APPENDIX. THE GULLY MAP (COLOR)



EPISODE 2: SWEET TEMPTATION

Estimated Duration: 60 minutes

SETTING: MERCY HILL

Themes: Backwater, manure, open fields
This small village farms some of the finest grain in the Moonsea, and ships to many of the cities that lie on its shores. It's populated largely by refugees and reformed criminals working hard to leave their prior misdeeds behind.

Vormestrand has long-known the maltsters of Mercy Hill, and uses the grain grown and malted by **Ludlow Bord** exclusively.

CHARACTER INTRODUCTIONS

Allow each character a minute or so to introduce their character, describe their appearance and mannerisms, and the reason why they're in the area. If the players are using the pre-generated characters, they are working this particular night—slinging beer, cooking food, and even entertaining the customers. Be sure to ask the players what their characters are doing to keep the customers happy!

NOTE: Consider awarding inspiration (and explaining what inspiration is and how it works in the process) to the player that captures their character the best!

PREREQUISITES

Before undertaking this mission, the characters must first complete the Call to Action.

AREA INFORMATION

The village has the following general features:

Dimensions & Terrain. The village rests atop a large, flat-topped hill smack-dab in the middle of a wide expanse of flat plains that borders the Cormanthor Forest to the south. The village consists of a dozen buildings surrounded by fields of grain.

Light. During the day, the sun is high and bright, shedding bright light.

Smells and Sounds. The air is filled with the smell of earth and roasting wheat, and the sounds of song birds and the clatter of wagon wheels on stone cobbles. A number of people mill about town—the hot weather making the smell of their unwashed bodies all the worse.

SCENE A. LUDLOW MALTINGS

Once in Mercy Hill, finding Ludlow's malt house is easy enough. While it's not the largest in town, it definitely looks the oldest.

CREATURES/NPCS

Ludlow Bord (a **commoner**) is here, malting grain and being generally old, surly, and despondent.

Objectives & Goals. Ludlow has lost much of his motivation to do anything. He's unable to deal with the ankheg in his fields, so he's hoping that a solution will randomly show up. Oh, wow...adventurers!

What Does He Know? He's never seen anything like the ankheg before, but knows that as long as it's out there, there's no harvest. He's lost a couple workers trying to get rid of it. He's a long-time friend of Vormestrand, and bears no love for Zythos—who tried to bribe him into betraying Vormestrand a few years back: "*What a snot-nosed heel...*"

OBJECTIVE

Obtaining **malt** is the objective of this mission. Ludlow will provide the characters with the last of his malt if they rid his fields of the ankheg.

SCENE B. LUDLOW'S FARM

Themes: Nervous quiet, earth, wind
After traipsing around Ludlow's field for the better part of an hour, you come to a small clearing of trampled grain. Near the field's edge, a wide, gaping hole leads down into darkness.

AREA INFORMATION

The area has the following general features:

Dimensions & Terrain. Ludlow owns a huge field filled with tall golden grain as far as the eye can see. A wide, gaping hole is visible about 40 feet away.

Hole. The hole is part of a burrow left by the beast that's been terrorizing Ludlow's workers. Characters with a **passive Perception** score of 13 or higher (see Passive Ability Checks, below) notice that the grain is heavily stained with blood in areas—likely that of Ludlow's workers. The characters find no other clue relating to the beast. The burrow has collapsed about ten feet below the surface.

PASSIVE ABILITY CHECKS

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again or can be used when the DM wants to secretly determine whether the characters succeed at something without rolling dice, like noticing a hidden monster.

A character's passive score is **10 + all modifiers that normally apply to the check**. If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a **score**.

Light. The sun is high and bright.

CREATURES/NPCS

An **ankheg** is plaguing the area.

ADJUSTING THIS ENCOUNTER

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

- **Weak:** Replace the **ankheg** with three **giant badgers (young ankhegs)**.
- **Strong:** Add two **giant badgers (young ankhegs)**.
- **Very Strong:** Add an **ankheg**.

Objectives & Goals. It is hungry. It's eaten quite a few of Ludlow's workers, but food has been scarce as of late. Oh, wow...adventures!

What Does It Know? So far, the people it's encountered have been tasty. It wants to see if this trend continues.

WRAP-UP: GRAIN GOT!

If the characters return triumphant to Ludlow, he's beside himself with happiness. He sends a runner to his field workers' houses with orders to get to work on the harvest immediately. As promised, Ludlow provides the characters with three, 75-pound bags of fine-quality malt.

ADVENTURE REWARDS

Upon completing the episode, 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 earn **one advancement and one treasure checkpoint** for obtaining some high-quality malt for the upcoming brew day in Cascadia.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure.

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 I. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

- **Mercy Hill.** This tiny village town south of Elmwood consists of little more than a dozen or so buildings and a handful of grain silos. The village makes a fair trade in grains, malts, and whiskeys sold in Elmwood.
- **Ludlow Bord.** Now retired, this maltster once adventured with a (much younger) Vormestrand. Now, he plies a trade in malting barley for use by distillers and brewers throughout the Moonsea. Vormestrand uses Ludlow's malts exclusively.

APPENDIX. NPC STATISTICS

ANKHEG

Large monstrosity, unaligned

Armor Class 14 (natural armor), 11 while prone

Hit Points 39 (6d10 + 6)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

Senses darkvision 60 ft., tremorsense 60 ft.,
passive Perception 11

Languages —

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

GIANT BADGER

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

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

ACTIONS

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

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

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

EPISODE 3: BITTER REVENGE

Estimated Duration: 60 minutes

SETTING: KADMOS' FARM

Themes: Idyllic, placid, ephemeral laughter
The characters travel into the ancient Cormanthor Forest in search of **Kadmos**—who is referred to as an “unusual and unusually talented hop farmer” in the notes found in Vormestrand’s latest recipe.

CHARACTER INTRODUCTIONS

Allow each character a minute or so to introduce their character, describe their appearance and mannerisms, and the reason why they’re in the area. If the players are using the pre-generated characters, they are working this particular night—slinging beer, cooking food, and even entertaining the customers. Be sure to ask the players what their characters are doing to keep the customers happy!

NOTE: Consider awarding inspiration (and explaining what inspiration is and how it works in the process) to the player that captures their character the best!

PREREQUISITES

Before undertaking this mission, the characters must first complete the Call to Action.

AREA INFORMATION

This glade has the following features:

Dimensions & Terrain. The glade in which Kadmos’ hop yard is a hundred feet across on any given direction and surrounded by tall, ancient trees.

Lighting. During the day, the sun is high and bright, shedding bright light in the clearing of the hop yard, but quickly turns to dim light as you move into the forest. At night the cloudless sky and full moon dimly lights the field but doesn’t penetrate far into the darkness of the trees.

SCENE A. KADMOS: HOP MASTER

As the characters arrive, they hear screeching and shouting, and spot a satyr fending off a few hawks with bright red plumage. The glint of silver shines off of something one of the hawks clutches in its talons.

NPC INFORMATION

Kadmos (a **satyr**) lords over this portion of the forest.

Objectives & Goals. More than anything, Kadmos wants to keep his farm safe. But, short-term goals include getting his sickle back and getting drunk.

What Does He Know? Kadmos has been plagued by a harpy for as long as he can remember (“she just won’t take no for an answer!”). He’s not only had to fend off the harpy, but also her flock of pets. They’ve driven off the pixies that live in his dell and just tonight, stolen his silver sickle. Kadmos knows who Vormestrand is and respects his skills, but harbors resentment for Zythos, who not too long ago asked him to destroy all the hops in his yard just to deny Vormestrand access: “*pardon my Luskan, but he was an ass...*”

OBJECTIVE

Obtaining **hops** is the objective of this mission. Kadmos will provide the characters with a generous batch of if they talk the pixies into coming back to work and get his silver sickle from the harpy.

SCENE B. LABOR NEGOTIATIONS

The home of the pixies isn't hard to locate, thanks to directions from Kadmos.

NPC INFORMATION

There are a lot of **pixies** here. Like loads of them.

Objectives & Goals. The pixies have been hunted by the harpy and her bloodhawks lately, they're here because they feel safe—invisible and hidden. The pixies have no intention of returning to the hop farm until the harpy and her underlings are taken care of.

What Do They Know? The pixies know that they're needed to harvest the hops but are scared to do so as long as the harpy is running rampant. Like any self-respecting pixie, they love to be entertained.

SKILLS WITH DIFFERENT ABILITIES

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Performance, for example, usually applies to a Charisma check. In some situations, it might more reasonably apply to a different kind of ability check. For example, a more slapstick form of comedy involving lots of falling down and tumbling around might be a Dexterity (Performance) check.

TREASURE

If the group successfully entertains the pixies (see Social, below), they're gifted with:

- A slender vial containing a *potion of healing*.

PLAYING THE PILLARS

COMBAT

If the characters engage the pixies in combat, they turn invisible at the first opportunity and flee into the forest. Psh, they don't be playin' that. Though if they think they can get away with it, they may be tempted to cast *polymorph* on a character—likely into a beast that is demeaning or hilarious, like a skunk or toad.

EXPLORATION

Characters that can see invisible may be able to relieve the pixies of their pixie dust with a successful Dexterity (Sleight of Hand) check opposed by the pixies' passive Perception score. The pixies, however, may not be willing to let the characters get close enough to make the check.

SOCIAL

The pixies can be coerced into getting back to work if the characters are willing to humiliate themselves for the pixies' entertaining, at the very least, try. Allow the characters to tell jokes, play music, sing songs, perform comedic antics, or even give a rousing speech or story. If they succeed on a DC 11 Charisma (Persuasion) group check, the characters cajole the pixies to happily returning to work, otherwise, the pixies don't return to the crops until the harpy is taken care of (Scene C).

SCENE C. HARPIES BE HATIN'

Themes: Tense, darkness, screeching

In this part of the adventure, the characters lure out the harpy and end her revenge. With no idea where the harpy's nest may be in the forest, however, the best place for the characters to set up their trap is in the hop yard itself. Kadmos' suggestion is to play instruments or sing, since that's what attracted the harpy to him originally. Allow the players to describe what they do here, including alternative plans to lure her out. Consider granting inspiration for particularly clever or entertaining plans.

NPC INFORMATION

Eventually, the characters attract the attention of the **harpy**, Kleio, whose eerie crooning precedes her arrival along with two **blood hawks**.

ADJUSTING THIS ENCOUNTER

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

- **Weak:** Remove one **blood hawk**.
- **Strong:** Add one **swarm of ravens**.
- **Very Strong:** Add two **blood hawks** and a **swarm of ravens**.

Objectives/Goals. The harpy is insanely jealous and screams in anger: *"No! He's mine! His precious sickle is mine! Your flesh and baubles will be mine!"* The blood hawks obey the harpy's commands.

What Do They Know? The **harpy** views handsome or beautiful characters as competitors for Kadmos' attention. She knows that without his silver sickle, Kadmos can't harvest.

WRAP-UP: HEAPS OF HOPS!

After slaying the harpy, the characters find Kadmos' sickle (below) to return to the satyr. He's very pleased with their aid, giving them the promised gemstone payment. The characters are welcome to stay the night and witness a rare sight – the fey harvest of the hop cones. Pixies flutter about the plants spreading their dust and coaxing the last of the cones to the peak of ripeness as Kadmos quickly moves up and down the rows collecting them with a swift and skilled hand under the light of the full moon.

Treasure. If the characters don't return Kadmos' sickle, they may purchase it for **one treasure checkpoint**. However, Kadmos has no hops to provide in exchange for defeating the harpy.

PLAYING THE PILLARS

COMBAT

Kleio uses her Luring Song on her first turn and maintains it as long as she's able, all while focusing her attacks on a foe that appears to be unaffected.

EXPLORATION

n/a

SOCIAL

Kleio may be willing to part with the sickle if her desire for Kadmos can be quelled by someone else. A character that succeeds on a DC 17 Charisma (Deception or Persuasion) check manages to convince Kleio to surrender the stolen sickle, though the blood hawks aren't so easily convinced.

ADVENTURE REWARDS

Upon completing the episode, 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 earn **one advancement and one treasure checkpoint** for getting hops from Kadmos for the upcoming brew day in Cascadia.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure.

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 I. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

- **Kadmos (CAD muss)** The satyr loves a good beer and planted hops in his glade just to have a valuable bargaining tool with brewers. He loves the daily work of tending the fragrant plants with the help of his pixie friends.
- **Kleio (KLEE ohs)**. This harpy wants nothing more than to love and be loved in return. She was attracted to Kadmos by his music and will redirect her attentions to anybody else that can display similar harmonies to her own crooning

APPENDIX 2: CREATURE STATISTICS

HARPY

Medium monstrosity, chaotic evil

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 40 ft.

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

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

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

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

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated. While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target can take the Dash action on its turn to move toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this harpy's song for the next 24 hours.

PIXIE

Tiny fey, neutral good

Armor Class 15

Hit Points 1 (1d4 – 1)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Sylvan

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*

1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep*

ACTIONS

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

BLOOD HAWK

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

EPISODE 4: WET BEHIND THE EARS

Estimated Duration: 60 minutes

SETTING: THE BEACH

Themes: Roaring waves, sand, breeze

This part begins with the characters traveling to **Elmwood**, a good-sized town along the coast of the Moonsea between Hillsfar and Mulmaster, in order to obtain water for the upcoming brew day. This town is rebuilding from the destruction it suffered after the Cult of Elemental Fire detonated a destruction orb in the middle of town. There are many refugees from other areas of the Moonsea and survivors of the Burning. One of the refugees is a transmuter and alchemist, **Shae Rill**.

CHARACTER INTRODUCTIONS

Allow each character a minute or so to introduce their character, describe their appearance and mannerisms, and the reason why they're in the area. If the players are using the pre-generated characters, they are working this particular night—slinging beer, cooking food, and even entertaining the customers. Be sure to ask the players what their characters are doing to keep the customers happy!

NOTE: Consider awarding inspiration (and explaining what inspiration is and how it works in the process) to the player that captures their character the best!

PREREQUISITES

Before undertaking this mission, the characters must first complete the Call to Action.

AREA INFORMATION

The beach has the following general features

Terrain. During low tide, many tide pools dot the rocky landscape. Other than a few patches of kelp on the exposed rock, it is otherwise pretty barren.

Weather. It's the middle of summer: the skies are blue with the occasional cloud drifting lazily by. Cool, moist breezes blow in from the Moonsea to the north—cooling the warm day just right.

Light. The sun sheds bright light during the day but is dimly lit by the moon during the evening.

Tide Pool. The tide pools here are shallow—only about 3-feet deep. The bottom of the pools is slick with algae; any creature that is hit by an attack while standing in the pool must succeed on a DC 9 Dexterity saving throw or fall prone.

SCENE A. MISTRESS OF TIDES

Estimated Duration: 15 minutes

Finding Shae isn't difficult as she's just about the only person out wandering the beach.

NPC INFORMATION

Shae Rill is here—enraptured with the sea life, rattling off various facts to whomever will listen.

Objectives/Goals. **Shae's** more a fan of fermented ciders and meads than beer, but Vormestrand has made her acquaintance because of her skills and knowledge in manipulating the properties of materials, especially in relation to water. She's been waiting to hear from Vormestrand regarding the delivery of water the characters are here for; she's quite excited to try the ritual necessary to obtain it. She giggles excitedly about a "bubble monster!"

What Does She Know? She and Vormestrand had a few conversations in the past but she hasn't heard from him in a while. And while she's never met Zythos, she once received a letter from him offering a handsome sum of money for her research notes. He was insulting though, implying that he wanted it finished by someone who he felt was a bit more competent. If pressed for more information about the "bubble monster", Shae insists they get their supplies, and she'll explain while setting up. The characters lug around a small but heavy chest, a stoppered jug, and several wrapped packages for the better part of an hour until Shae is satisfied with just the right tide pool for size and minimal impact on sea life.

TREASURE

In anticipation of the trouble ahead, Shae gives the characters a single *potion of healing*.

SCENE B. BUBBLE, BUBBLE, TOIL, AND TROUBLE

Estimated Duration: 45 minutes

Shae explains the ritual process, carefully checking that the characters can repeat it back to her.

- First, a concoction of herbs must be sprinkled into a shallow, 10-foot wide tide pool.
- Next, large chunks of what appears to be ice must be thrown into the water. Shae describes the ice as “dry” because it won’t melt into water. This will rapidly cool the water and conjure ice creatures.
- The creatures must be destroyed within the pool, but they can’t fly, so keeping them in place shouldn’t be too tricky.
- Once destroyed, Shae predicts that the ice creatures will reappear in a gaseous form. These **must be destroyed within 5 feet of the jug** so that their essence can be captured.

NPC INFORMATION

Upon the ice being tossed in the tide pool, two wingless **ice mephits** appear. When destroyed, they explode into a column of bubbles. At the beginning of the round following their destruction, the bubbles coalesce into two **steam mephits**.

ADJUSTING THIS ENCOUNTER

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

- **Weak:** Remove an **ice mephit**.
- **Strong:** Add an **ice mephit**.
- **Very Strong:** Add an **ice mephit** and a **steam mephit**.

Objectives/Goals. The **steam mephits** yearn to escape but can’t fly and only have a speed of 15 feet. Grappling may be a necessity here.

DEVELOPMENT

This fight has two components:

Ice Mephits. These creatures must be destroyed in the tide pool. They can’t fly but do whatever they can to escape. Because of this, they characters are likely to have to grapple the mephits to keep them in the pool. However, clever characters may try other things to keep them put, such as lassoing them with a rope or using magic.

Steam Mephit. In order to capture its essence, the steam mephits must be destroyed within 5 feet of the jug when they’re destroyed.

GRAPPLED

Grabbing onto or otherwise wrestling with a creature is done with a special melee attack using the Attack action. The grappler needs a free hand and makes a Strength (Athletics) check. The target contests this with their choice of a Strength (Athletics) or Dexterity (Acrobatics) check. If the grappler beats the target’s check, the target is grappled:

- Speed becomes 0 and can’t benefit from bonuses.
- Grappled condition ends if the grappler is incapacitated or if the grappled creature is removed from the reach of the grappler. The grappler can voluntarily end the grapple at any time (no action required).
- A grappled creature can use its action to escape the grapple, described above.
- A grappler can drag or carry the target, but their speed is halved, unless the creature is two or more sizes smaller than the grappler.

WRAP-UP: BARRELS OF FUN!

Shae is beside herself with excitement at the success of her procedure. She returns to Elmwood with the characters where the elemental infused water is poured from the jug into many, many barrels (more than should be possible if the jug wasn't enchanted for this purpose).

ADVENTURE REWARDS

Upon completing the episode, 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 earn **one advancement and one treasure checkpoint** for collecting barrels of water from Shae for the upcoming brew day in Cascadia.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure.

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 I. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

- **Shae Rill.** An avid enthusiast of sea life and the properties of water, she's also a skilled transmuter and alchemist. Whether her frequent experiments succeed or fail, she's always outwardly excited at the results.

APPENDIX 2: CREATURE STATISTICS

ICE MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day). The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

STEAM MEPHIT

Small elemental, neutral evil

Armor Class 10

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day). The mephit can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) fire damage.

Steam Breath (Recharge 6). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

EPISODE 5: UN-FUN-GUYS

Estimated Duration: 60 minutes

SETTING: UNDERROOT

Themes: Rot, dust, mold

This part begins with the characters standing before the entrance to Underroot, a hitherto-unknown crypt approximately 5 miles southwest of Elmwood, just inside the border of the Cormanthor Forest. Within what Vormestrand believed to be a rare strain of yeast—perfect for his newest creation.

CHARACTER INTRODUCTIONS

Allow each character a minute or so to introduce their character, describe their appearance and mannerisms, and the reason why they're in the area. If the players are using the pre-generated characters, they are working this particular night—slinging beer, cooking food, and even entertaining the customers. Be sure to ask the players what their characters are doing to keep the customers happy!

NOTE: Consider awarding inspiration (and explaining what inspiration is and how it works in the process) to the player that captures their character the best!

PREREQUISITES

Before undertaking this mission, the characters must first complete the **Call to Action**.

AREA INFORMATION

The crypt nearby has the following features

Terrain. The floors and walls of Underroot are of hewn stone brick, but the ceiling is bare earth. Thick roots from the plants above snake overhead, one of which bearing a single, bright red apple.

Light. The crypt is completely dark; the only light within is that which the characters bring with them.

Smells and Sounds. The air is stagnant and filled with the smell of mildew, wet earth, and the faint smell of rot. There is no sound; characters occasionally may think they hear something, but whether or not something is there or if it's their minds playing tricks on them, they may never know.

SCENE A. THE FOYER

Themes: Rot, dust, mold

The door descending into Underroot is unlocked and untrapped, but it's heavy; it requires a successful DC 11 Strength (Athletics) check to open. From there it descends down a set of dark stairs. And ends in a 10-by-10-foot room with a set of double jade doors carved to resemble a screaming elf warrior on the far wall. A character succeeding on a DC 11 Intelligence (Nature) check notices that the elf has vaguely draconic features. Elves make this check with advantage. The characters know that green dragons are venomous—no roll required.

THE GREEN-SCALED DOOR

The door is **locked** and **trapped**. It bears a plainly visible ornate keyhole, that can be opened with a set of thieves' tools and a successful DC 13 Dexterity check. The lock can be opened without thieves' tools, but the check is made with disadvantage.

Trap. The actual danger, however, is the trap which is triggered if the door is opened without its key (which has long since been lost). When triggered, poison gas bursts out of the open mouth and fills the room with a nefarious "hisssssss". Each creature in the room must succeed on a DC 9 Constitution saving throw (the trap is very old, and the gas has lost much of its potency) or be poisoned for an hour. A creature that investigates the door before opening it that also succeeds on a DC 13 Wisdom (Perception) check notices the trap. Similarly, a creature that succeeds on a DC 13 Intelligence (Investigation) check notices cleverly disguised holes in the carving's open mouth. Once detected, the trap can be disabled with a set of thieves' tools and a successful DC 13 Dexterity check.

POISONED (CONDITION)

A poisoned creature has disadvantage on attack rolls and ability checks.

TREASURE

In addition, the apple hanging from the ceiling functions as a *potion of healing*.

B. BURIAL CHAMBER

The burial chamber is that of a long-forgotten half-green dragon ogre and his cadre of guards. When the ogre died, the elves were interred with its remains—forever bound to guard their master in the afterlife.

AREA INFORMATION

The chamber has the following features:

Terrain. The chamber is quite large, approximately 50 feet on a side. Four sarcophagi are equally spaced against the far wall—the lid of each carved to resemble an armored elf in repose. In the middle of the room is a plinth, upon which rests the skeleton of an immense creature. Though it's humanoid in shape, spines grow from its head and down its back like a frill, and it sports the remains of a pair of wings. The skeleton is covered in an unusual, green moss.

Skeleton. The skeleton in the middle of the room is that of a half-green dragon ogre—venerated by the elf warriors long ago.

Moss. The moss is harmless, but the strain of yeast sought out by Vormestrand lives within it.

NPC INFORMATION

Each of the four sarcophagi contains a **zombie**.

ADJUSTING THIS ENCOUNTER

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

- **Weak:** Remove a sarcophagus and a zombie; reduce the zombies' hit points to 7.
- **Strong:** Increase the zombies' hit points to 37.
- **Very Strong:** Increase the zombies' hit points to 37, and they gain the following action: "**Multiattack.** The zombie makes two slam attacks."

Objectives/Goals. If the skeleton in the middle of the room is interacted with, the **zombies** animate and emerge from their resting places—attacking any intruders. They serve their lord to their own peril—even in death.

What Do They Know. The **dead** know only that it is better to be alive. They've long since lost any vestiges of who they were in life.

WRAP-UP: LET'S GET FUNKY!

Once the zombies have been destroyed, the yeast living within the moss can be safely obtained by the characters. With some more work, the characters are able to separate the pure, ancient yeast into vials for transportation back to Cascadia.

ADVENTURE REWARDS

Upon completing the episode, 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 earn **one advancement and one treasure checkpoint** for harvesting the yeast for the upcoming brew day in Cascadia.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure.

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 I. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

- **Underroot.** An ancient elven crypt deep in Cormanthor Forest that serves as the tomb for a long-dead half-green dragon ogre and his retinue of undead guardians.

APPENDIX 2: CREATURE STATISTICS

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

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

ACTIONS

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

EPISODE 6. BREW DAY!

Estimated Duration: 120 minutes

This part is optimized for a group of five, 2nd-level characters, though it's possible to coordinate multiple tables running it at the same time. See [Appendix 11](#) for more information.

INTRO. RECAP

Estimated Duration: 10 minutes

The characters are hurrying back to Cascadia with their recently acquired ingredients in tow.

CHARACTER INTRODUCTIONS

Allow each character a minute or so to introduce their character, describe their appearance and mannerisms, and the reason why they're in the area. If the players are using the pre-generated characters, they are working this particular night—slinging beer, cooking food, and even entertaining the customers. Be sure to ask the players what their characters are doing to keep the customers happy!

NOTE: Consider awarding inspiration (and explaining what inspiration is and how it works in the process) to the player that captures their character the best!

PREREQUISITES

This episode can only be pursued once

AREA INFORMATION

The area has the following general features:

Terrain. The characters travel along a road in the middle of a wide plain of rolling hills covered in a velvety blanket of tall grasses.

Weather. It's a fairly nice day outside—not too hot; not too cool, with a lazy breeze blowing off the Moonsea.

Light. The sun is high and bright overhead, but the occasional cloud provides intermittent shade.

NPC INFORMATION

The wagon driver (a **commoner**) can be an element of the adventure him-or-herself. For additional immersion, develop an NPC (name, race, gender, personality, etc.) and use them during the adventure.

SCENE A. TRANSPORTING THE INGREDIENTS

Estimated Duration: 40 minutes

Themes: Disconcertingly quiet, plains, breezy
As the characters are returning to the brewery, they are ambushed by agents in Zythos' employ. Any character with a **passive Perception score of 12 or higher** isn't surprised.

The group participates in the encounter indicated for the ingredient they're transporting back to Cascadia. The foes aim to steal or destroy the ingredients (see **Complications**). Each encounter is keyed to an individual portion of **Appendix: Transportation Map**, below, but it's not critically important—it's just a suggestion.

Foes. All of the following encounters use the same number and type of foes. Their tactics and tools may differ based on the group, however.

ADJUSTING THIS ENCOUNTER

These are the combatants that the characters face during this part of the adventure; these are not cumulative:

- **Very Weak:** Four **guards**.
- **Weak:** A **thug** and four **guards**.
- **Average:** Two **thugs** and a **spy**.
- **Strong:** Three **thugs** and three **spies**.

Complication. If **half or more** of the enemies are defeated, the surviving foes attempt to destroy the pursued ingredient by climbing into the wagon to do the deed. Each encounter contains a sidebar that details how the enemies try to accomplish this. If the foes destroy too much of a given ingredient, the final product may be inferior and unworthy of Vormestrand's name. Don't lose too much!

SCENE A1. YEAST

The **enemies** emerge (see above) from the treeline, bows and blades in hand. They eye the crates containing the vials of yeast with malice.

COMPLICATION: BREAKING THE VIALS

The yeast is being transported in stoppered vials—each carried in a padded box a foot on a side. There's a total of 5 vials. The characters must bring at least 3 vials of yeast back to the brewery in order to brew the best beer they can.

As an action, a creature inside the wagon retrieves one of the boxes and throws it to the ground. When this happens, roll a die: if the result is even, the vial inside the box is destroyed—spoiling the yeast.

SCENE A2. WATER

The **enemies** (see above) emerge from behind rocks as the road winds through a stand of boulders. They eye the barrels containing the water with malice.

COMPLICATION: DUMPING THE WATER

The water is being transported in sealed barrels. There's a total of 5 barrels. The characters must bring at least 3 barrels back to the brewery in order to brew the best beer they can.

As an action, a creature inside the wagon that succeeds on a DC 11 Strength (Athletics) check can break the seal on the barrel and dump the water onto the road.

SCENE A3. HOPS

The **enemies** (see above) emerge from behind boulders and trees as the road winds lazily by a small pond and a copse of trees—wielding weapons and torches. They eye the sacks of hops with malice.

COMPLICATION: BURNING THE HOPS

The hops are being transported in burlap sacks. There's a total of 5 sacks. The characters must bring at least 3 sacks back to the brewery in order to brew the best beer they can.

As an action, a creature inside the wagon holding a fire source can light a sack on fire. If it's not extinguished using an action by the end of the following round, the sack—and the hops it contains—are destroyed.

SCENE A4. MALT

The **enemies** (see above) emerge from the water as the road winds between a number of ponds on either side—weapons and blades in hand, and a string of waterskins slung over their shoulders. They eye the sacks of grain with malice.

COMPLICATION: WETTING THE GRAIN

The malt is being transported in burlap sacks. There's a total of 10 sacks. The characters must bring at least 6 sacks back to the brewery in order to brew the best beer they can.

As an action, a creature inside the wagon can dump a waterskin onto a sack--saturating the grain and ruining it.

SCENE B: BREWING THE BEER

Estimated Duration: 60 minutes

Theme: Frantic, violence, shouting

After dealing with Zythos' agents, the characters continue their journey to Cascadia. The trip home takes another day, so the characters can take a **long rest** without incident.

LONG REST

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

Upon arriving at the brewery, the characters find that the work on the tanks and fermenters was completed the morning before. As they unload the ingredients, the other laborers fill the tanks with water, and stoke the fires beneath. Steam rises from the mash tun as the characters pull up to the brewery. The brewery's other laborers rush out to meet them, hoisting sacks and barrels from their wagon and bringing the ingredients inside.

As the ingredients are staged, Zythos' agents attack in-true. As Zythos' agents attack, read:

What's that? Shouts of alarm outside! Looking out the brewhouse's windows, you see a number of creatures—humanoid and worse—charging at the building! One of them hoists a standard—emblazoned with a stylized "Z"—high into the air.

"Zythos Zymurgy!" They shout in unison!
Brewers get brewing!

Just as before, the group is responsible for their assigned ingredient during the brewing process. When you're ready, begin the encounter for that particular ingredient (B1 through B4, below)—each of which includes a section for **foes**, **reinforcements**, and two **complications**:

- **Foes.** The group must fight a particular group of foes. This entry details the initial group of Zythos' agents that arrive to derail the characters' attempts to brew Vormestrand's latest beer.
- **Reinforcements.** At the end of the **third** round, and every odd-numbered round thereafter, additional foes arrive to reinforce the enemies that the characters are fighting. If the characters may be unfairly overwhelmed, consider reducing the number that arrive, or even delaying them by a round or more. Alternatively, if the group may run out of foes, reinforcements may arrive early!
- **Complications.** These are in-game task that occur at specific times during the encounter. Success or failure to accomplish these tasks affects the quality of the final product; the more the event completes, the better the beer will be!

COMPLETING THE BREWING PROCESS

The brewing process moves a bit more quickly in-game than it would in real life. At the end of the sixth round, the completed beer is transferred into the brewery's fermentation tank and the waves of foes stop coming, and those still remaining flee into the surrounding plains. If the characters survived and didn't muck up their job, the beer should be perfect!

ITEM INTERACTION

Characters can interact with one object or feature of the environment for free, during either their move or their action. For example, they can open a door during their move as they stride toward a foe or draw a weapon as part of the same action that they use to attack with it.

This will be used frequently during this part of the adventure as the characters will be called upon to utilize the brewing equipment during the brewing process. Note that any character that interacts with an item for free on their turn must use an action to interact with a second.

SCENE B1. MALT: MASHING

Three **firenewts warriors** attack and attempt to burn down the supply shed. One of them is riding a **giant strider**.

Reinforcements. Two **firenewt warriors**.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter:

- **Very Weak:** Remove a **firenewt** and the **giant strider**. Only one **firenewt warrior** arrives as reinforcements.
- **Weak:** Replace the **firenewts** with two **guards** with resistance to fire damage due to heavy leather coats they're wearing. Consider only one **firenewt warrior** arriving as reinforcements.
- **Strong:** Add a **firenewt** and a **giant strider**.

COMPLICATION: STIRRING THE MASH

At the end of each round until the brewing process is complete, a character must stir the malt with a specially designed paddle. This can only be performed by someone atop the ladder beside the mash tun. Remember that **Brandon's** maul serves as a mash paddle for this purpose!

SCENE B2. WATER: WARMING & COOLING

Two **ice toads** and an **ice mephit** are intent on destroying the housing containing the brew kettle's fire elementals.

Reinforcements. Two **ice mephits**.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter:

- **Very Weak:** Replace the **ice toads** with two **guards** with resistance to cold damage due to the heavy fur coats that they're wearing. Only one **ice mephit** arrives as reinforcements.
- **Weak:** Replace the **mephit** and one **ice toad** with two **guards** with resistance to cold damage due to the heavy fur coats that they're wearing. Consider only one **ice mephit** arriving as reinforcements.
- **Strong:** Add two **ice toads** and a **mephit**.

COMPLICATION: BOILING & COOLING THE WATER

The water must be alternatively heated and cooled at the end of each round by angering and calming the fire elementals housed in the boiler. This requires an action.

- **Boiling the Water.** Angering the creatures requires a successful DC 9 Charisma (Intimidation) check.
- **Cooling the Water.** Calming the creatures requires a successful DC 9 Charisma (Persuasion) check.

SCENE B3. HOPS: BOILING

A **darkling elder** that owes Zythos a favor arrives accompanied by two **boggles**. The torches in the room are extinguished as the fey arrive, but sunlight streaming through the windows provides dim light.

Reinforcements. Two **darklings**.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter:

- **Very Weak:** Replace the **darkling elder** with one **darkling**. Only one **darkling** arrives as reinforcements.
- **Weak:** Replace the **darkling elder** with two **darklings**. Consider only one **darkling** arriving as reinforcements.
- **Strong:** Add a **darkling elder** and two **boggles**.

COMPLICATION: TIMED ADDITIONS

By the end of every even numbered round, the group must add hops to the brew kettle. While dumping the hops into the kettle doesn't require an action, the character must first carry a hop bag to the top of the ladder with a successful DC 9 Strength (Athletics) check. Alternatively, another character can help them do it with no check required.

SCENE B4. YEAST: STIRRING & PITCHING

Zythos has bribed a local **bureaucromancer** to stop the brewing process! He's accompanied by a **thug** and a **spy**.

Reinforcements. Two **thugs**.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter:

- **Very Weak:** Replace the **bureaucromancer** and the **spy** with a **bureaucromancy apprentice**. Only one **thug** arrives as reinforcements.
- **Weak:** Replace the **thug** and the **spy** with two **guards**. Consider only one **thug** arriving as reinforcements.
- **Strong:** Add three **thugs**.

COMPLICATION: ROUSING/PITCHING YEAST

The yeast is the most important part, but this yeast is centuries old and must be roused if it's going to be active enough to do its job. Once the wort is ready, the active yeast is pitched in where the magic begins!

- **Rousing the Yeast.** At the **end of each round** until the yeast is pitched (see below), a character must interact with the flask by stirring it with a specially designed glass rod.
- **Pitching the Yeast.** At the end of the sixth round of combat, a character must empty the flask containing the roused yeast into the **fermentation tank**.

WRAP-UP: RELAX AND HAVE A BEER!

Once the final foes have been defeated and the fires beneath the boilers cooled, the beer is finished, and the fermentation tanks sealed shut. Now it's just a matter of waiting to see (and more importantly, taste) the final results. The beer's quality is determined by whether they returned with enough of their chosen ingredient (determined by **Scene A**), and whether it was successfully incorporated into the beer (determined by **Scene B**):

Both Scenes Successful. The characters earn the **Great Hooch** story award. Amazing work!

One Scene Successful. The characters earn the **Mediocre Hooch** story award. Not too bad!

Both Scenes Failed. The characters earn the **Dismal Hooch** story award. Shame.

TREASURE

Characters examining the remains of their bested foes recover the following:

- A number of *potions of healing* equal to the number of characters
- A *pipe of smoke monsters*
- A *tankard of sobriety*

ADVENTURE REWARDS

Upon completing the episode, 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 CHECKPOINTS

The characters receive **two advancement checkpoints** and **two treasure checkpoints** for brewing Vormestrand's beer.

PLAYER REWARDS

Characters completing this part of the adventure gain the following player rewards:

MAGIC ITEM UNLOCKS

Characters completing this part of the adventure unlock the following common magic items which can each be purchased for two treasure checkpoints:

Pipe of Smoke Monsters. This pipe is made of dark wood and inlaid with mithral with a stem fashioned from a hollow leg bone once belonging to a bird. When used, it creates the sound of a random bird. This item is found in **Appendix 5**.

Staff of Adornment. Flowering hop vines are entwined around the shaft of this light, pale wooden staff. No matter what object(s) float atop it, it smells like fresh hops. This item is found in **Appendix 6**.

Tankard of Sobriety. The stern face sculpted into the side of this tankard is that of a human man in his late 30s with a finely groomed mustache and beard, and a monocle. This item is found in **Appendix 7**.

STORY AWARDS

Characters completing this part of the adventure gain one of the following story awards, depending on the quality of the brewed beer:

Great! The beer is a rousing success, and many say that it has no equal in all of the Moonsea. You can expect to be treated quite well by connoisseurs and enthusiasts everywhere—if you can convince them you actually played a part in the brewing. This is found in **Appendix 8**.

Mediocre! The beer is palatable and still better than your average swill. While it carries some distinctive flavors to set it apart from the rest, most people find the tale of its brewing to be more enjoyable than the beer itself. This is found in **Appendix 9**.

Dismal! The beer is little more than bitter water that barkeeps across the Moonsea ply their most drunken customers with in order to save the good stuff and make a little extra coin. While the tale of the brewing was no doubt exciting, linking your name to it won't get you much respect from even the amateur beer enthusiasts. This is found in **Appendix 10**.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** as though you played the adventure, but no other 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 I. NPC STATISTICS

BOGGLE

Small fey, chaotic neutral

Armor Class 14

Hit Points 18 (4d6 + 4)

Speed 30 ft., climb 30 ft.

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

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

Senses passive Perception 13

Languages Common, Draconic, Dwarvish, Elvish

Challenge 1 (200 XP)

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

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

Sticky Oil: While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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

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

ACTIONS

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

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

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

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

BUREAUCROMANCER (EVIL MAGE)

Medium humanoid (human), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 22 (5d8)

Speed 30 ft.

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

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 1 (200 XP)

Spellcasting. The bureaucromancer is a 4th-level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 13; +5 to hit with spell attacks). The bureaucromancer knows the following spells from the wizard's spell list:

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

1st level (4 slots): *color spray, expeditious retreat, magic missile, shield*

2nd level (3 slots): *enlarge/reduce, hold person, misty step*

ACTIONS

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

BUREAUCROMANCY APPRENTICE (SHARWYN HUCRELE)

Medium humanoid (human), lawful evil

Armor Class 16 (*Barkskin* trait)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	16 (+3)	14 (+2)	9 (-1)

Skills Arcana +5, Insight +4, Persuasion +1

Senses passive Perception 12

Languages Common, Draconic, Goblin

Challenge 1/2 (100 XP)

Barkskin. The apprentice's AC can't be lower than 16.

Spellcasting. The apprentice is a 1st-level spellcaster. It uses Intelligence as its spellcasting ability (spell save DC 13; +5 to hit with spell attacks). The apprentice has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, ray of frost, shocking grasp*

1st level (2 slots): *color spray, magic missile, shield, sleep*

ACTIONS

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

DARKLING

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 14 (3d6 + 3)

Speed 30 ft.

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

Skills Acrobatics +5, Deception +2, Perception +5, Stealth +7

Senses Blindsight 30 ft., Darkvision 120 ft., passive Perception 15

Languages Elvish, Sylvan

Challenge 1/2 (100 XP)

Death Flash. When the darkling dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in the area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of the creature's next turn.

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

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the darkling has advantage on the attack roll, the attack deals an extra 7 (2d6) piercing damage.

DARKLING ELDER

Medium fey, chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Skills Acrobatics +5, Deception +3, Perception +6, Stealth +7

Senses Blindsight 30 ft., Darkvision 120 ft., passive Perception 16

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Death Burn. When the darkling elder dies, magical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in the area must succeed on a DC 11 Constitution saving throw. On a failure, the creature takes 7 (2d6) radiant damage and, if the creature can see the light, is blinded until the end of the creature's next turn. If the saving throw is successful, the creature takes half the damage and isn't blinded.

ACTIONS

Multiattack. The darkling elder makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the darkling has advantage on the attack roll, the attack deals an extra 10 (3d6) piercing damage.

Darkness (Recharges after a Short or Long Rest). The darkling elder casts *darkness* without any components. Wisdom is its spellcasting ability.

FIRENEWT WARRIOR

Medium humanoid (firenewt), neutral evil

Armor Class 16 (chain shirt, shield)

Hit Points 22 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	7 (-2)	11 (+0)	8 (-1)

Damage Immunities fire

Senses passive Perception 10

Languages Draconic, Ignan

Challenge 1/2 (100 XP)

Amphibious. The firenewt can breathe air and water.

ACTIONS

Multiattack. The firenewt makes two attacks with its scimitar.

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

Spit Fire (Recharge after a Short or Long Rest). The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

GIANT STRIDER

Large monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 22 (3d10 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Damage Immunities fire

Senses passive Perception 11

Languages --

Challenge 1 (200 XP)

Fire Absorption. Whenever the giant strider is subjected to fire damage, it takes no damage and regains a number of hit points equal to half the fire damage dealt.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Fire Burst (Recharge 5-6). The giant strider hurls a gout of flame at a point it can see within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 12 Dexterity saving throw, taking 13 (4d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners and it ignites flammable objects in that area that aren't being worn or carried.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

ICE MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day). The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

ICE TOAD

Medium monstrosity, neutral

Armor Class 12 (Natural Armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

Skills Perception +2

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 12

Languages Ice Toad

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water.

Cold Aura. Any creature that starts its turn within 5 feet of the toad takes 3 (1d6) cold damage.

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8 + 1) piercing damage plus 4 (1d8) cold damage. If the target is a Medium or smaller creature, it is grappled (escape DC 11). Until this grapple ends, the toad can't bite another target.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated, and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

THUG

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

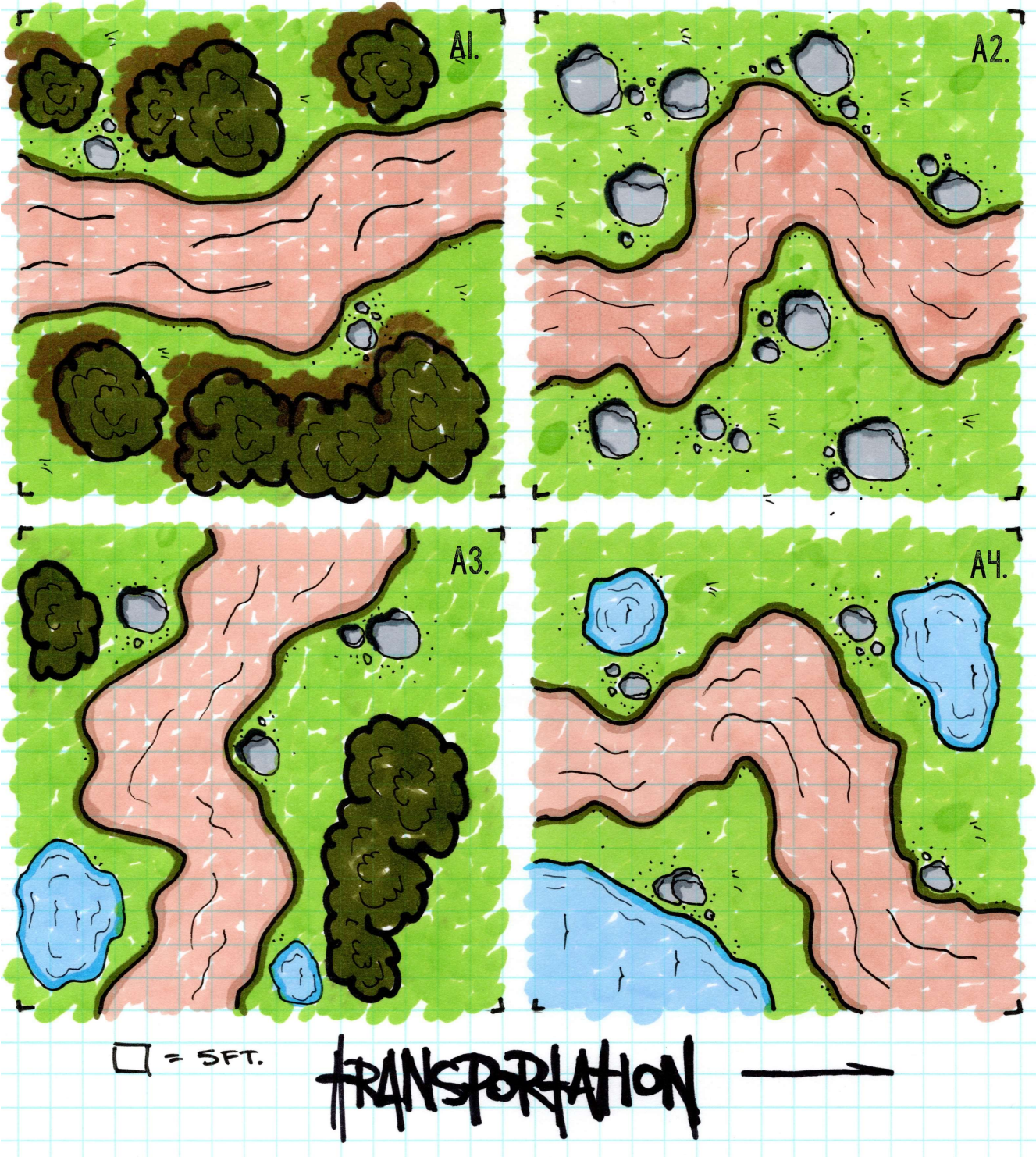
ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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

APPENDIX 2. TRANSPORTATION MAP

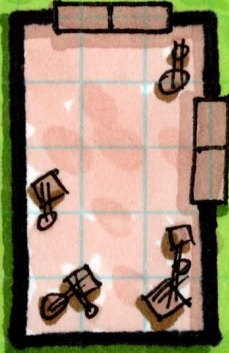


APPENDIX 3. THE BREWERY MAP

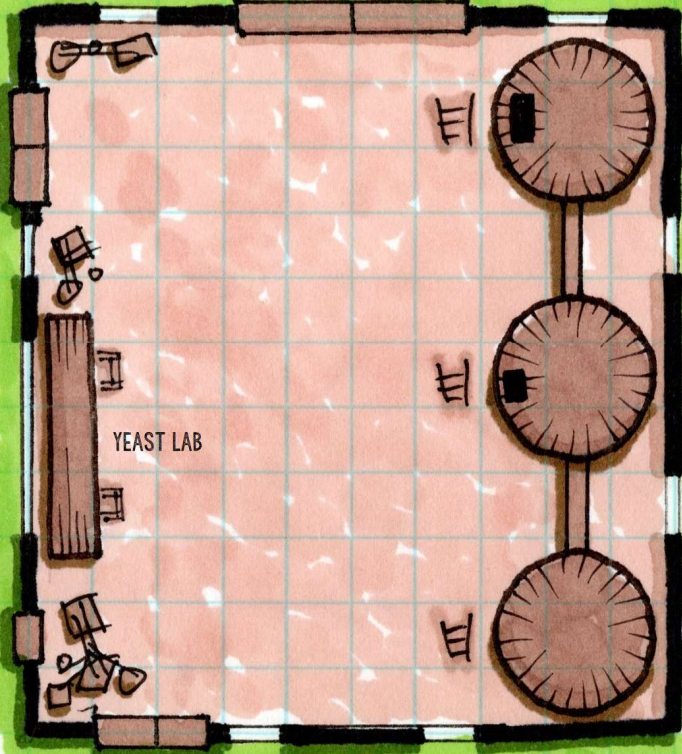
THE BREWERY



SUPPLY SHED



WATER CISTERN



YEAST LAB

MASH TUN

BREW KETTLE

FERMENTATION TANK

TO THE OAKEN DOORS

□ = 5 FT.

APPENDIX 5. PIPE OF SMOKE MONSTERS

PIPE OF SMOKE MONSTERS

While smoking this pipe, you can use an action to exhale a puff of smoke that takes the form of a single creature, such as a dragon, a flumph, or a froghemoth. The form must be small enough to fit in a 1-foot cube and loses its shape after a few seconds, becoming an ordinary puff of smoke. This item is found in *Xanathar's Guide to Everything*.

This pipe is made of dark wood and inlaid with mithral with a stem fashioned from a hollow leg bone once belonging to a bird. When used, it creates the sound of a random bird.

APPENDIX 6. STAFF OF ADORNMENT

STAFF OF ADORNMENT

If you place an object weighing no more than 1 pound (such as a shard of crystal, an egg, or a stone) above the tip of the staff while holding it, the object floats an inch from the staff's tip and remains there until it is removed or until the staff is no longer in your possession. The staff can have up to three such objects floating over its tip at any given time. While holding the staff, you can make one or more of the objects slowly spin or turn in place. This item is found in *Xanathar's Guide to Everything*.

Flowering hop vines are entwined around the shaft of this light, pale wooden staff. No matter what object(s) float atop it, it smells like fresh hops.

APPENDIX 7. TANKARD OF SOBRIETY

TANKARD OF SOBRIETY

This tankard has a stern face sculpted into one side. You can drink ale, wine, or any other nonmagical alcoholic beverage poured into it without becoming inebriated. The tankard has no effect on magical liquids or harmful substances such as poison. This item is found in *Xanathar's Guide to Everything*.

The stern face sculpted into the side of this tankard is that of a human man in his late 30s with a finely groomed mustache and beard, and a monocle.

APPENDIX 8. GREAT HOOCH!

For successfully brewing the best beer in Faerûn, earn the following story award:

Great Hooch! The beer is a rousing success, and many say that it has no equal in all of the Moonsea. You can expect to be treated quite well by connoisseurs and enthusiasts everywhere - if you can convince them you actually played a part in the brewing.

APPENDIX 9. MEDIOCRE HOOCH!

For successfully brewing the best beer in Faerûn, earn the following story award:

Mediocre Hooch! The beer is palatable and still better than your average swill. While it carries some distinctive flavors to set it apart from the rest, most people find the tale of its brewing to be more enjoyable than the beer itself.

APPENDIX IO. DISMAL HOOCH!

For successfully brewing the best beer in Faerûn, earn the following story award:

Dismal Hooch! The beer is little more than bitter water that barkeeps across the Moonsea ply their most drunken customers with in order to save the good stuff and make a little extra coin. While the tale of the brewing was no doubt exciting, linking your name to it won't get you much respect from even the amateur beer enthusiasts.

APPENDIX II. RUNNING WITH MULTIPLE TABLES

As stated above, it's possible to coordinate multiple tables playing the adventure at the same time—each group focusing on a specific ingredient. Using the normal rules for table sizes found in the ALDMG, seat players in a way so as to ensure that each of the four ingredients (Malt, Water, Hops, and Yeast) are represented by at least one table.

Assigning the Ingredients. If there aren't enough groups to cover all of the ingredients, NPCs handle any left over. The ingredients should be prioritized in the **following order**: 1) Hops, 2) Water, 3) Yeast, and 4) Malt. That means that if you only have three groups, they should be assigned hops, water, and yeast, while NPCs handle the malt. This will ensure that the success or failure of the most time-critical events are handled by the players.

Determining Success or Failure. As above, but 75% of the groups must succeed in each scene.

Timed Event. Instead of timing the complications by rounds, consider using actual time—directing them to occur a specified number of minutes after the scene begins. After the specified number of minutes, call the event out so that everyone can hear you:

MINUTES EVENT

0	<i>"Brewers get brewing!"</i>
10	<i>"Water Team, Boil the Water!"</i>
20	<i>"Hop Team, Add the First Hops!"</i>
30	<i>"Water Team, Cool the Water!"</i>
40	<i>"Hop Team, Add the Second Hops!"</i>
50	<i>"Yeast Team, Pitch the Yeast! Everyone else, 10-minute warning!"</i>

This may heighten the drama of the brew!

Have fun!

APPENDIX: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 1st-or-2nd-level characters** and is optimized for **five characters with an average party level (APL) of 1 (Episode 6 is optimized for APL 2)**. Characters outside this level range cannot participate in this adventure.

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