



BENEATH THE FETID CHELIMBER

The ruined wizard tower in the Marsh of Chelimber may hold a clue to defeating the super-intelligent hill giant, Bad Fruul, and prevent him troubling the town of Parnast. To find the tower, adventurers must overcome the watery magic of the fetid marsh and discover or clear a route to the ruins of a previously lost tower.

A Two-Hour Adventure for 1st-4th Level Characters



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INTRODUCTION

Welcome to *Beneath the Fetid Chelimber*, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the **Storm King's Thunder** storyline season.

This adventure is designed for **three to seven 1st-4th level characters**, and it is optimized for **five 3rd-level characters**. Characters outside this level range cannot participate in this adventure.

This adventure is set in the Marsh of Chelimber, a boggy swamp located in the Western Heartlands of Faerûn.

THE D&D ADVENTURERS LEAGUE

The D&D Adventurers League™ is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.

- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (if they have one). In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time or see the need to do so, 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 Player's 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.

Alternatively, 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 THE ADVENTURE

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. These adjustments are not required, nor are you bound to the suggestions made by the

adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 3rd-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

RUNNING THE ADVENTURE

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to

make considerable changes or engage in improvisation, so long as you maintain the original spirit of what's written.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Everyone should have the opportunity to shine.

Mind the Time. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. *The Dungeon Master's Guide* has more information on the art of running a D&D game.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection</i> *	3,000 gp
<i>True Resurrection</i> *	50,000 gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Acolytes can call upon spellcasting services in and around the three towns as follows:

Parnast (Tier 1). Mielikki

Stagwick (Tier 2). Chauntea

Beregost (Tier 3). Lathander, Waukeen

DEATH AND RECOVERY

Sometimes bad things happen, and characters get die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DEATH

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead*

spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

Centuries ago, two rival wizards battled near the site of what would become the village of Parnast. These two wizards, Taskor the Terrible and the Wizard of the Crag, battled with powerful spells and summoned water elementals. The two wizards destroyed each other, but their battles rendered the area around their homes a fetid, flooded bog. This bog, called the Marsh of Chelimber, hides the ruined tower that once belonged to the Wizard of the Crag. This tower is now mostly submerged; only its upper level rises above the surface of the bog. This top level is in a sinkhole next to a stony island—all that remains of the eponymous crag—and now serves as the home of a domineering sea hag named Mama Manyknuckles. Mama Manyknuckles leads a tribe of brutish backwoods half-ogres that serve as her guards as well as her consorts.

Neither Mama Manyknuckles nor her "boys" realize that they lair at the top of a submerged tower, but the tower is far from forgotten. Bad Fruul is a mighty and intelligent hill giant chieftain who threatens the town of Parnast. Bad Fruul learned of the lost magic within the wizard's sunken tower, so he sent a group of hobgoblins to the Marsh of Chelimber. The hobgoblins were instructed to plunder the ruins once occupied by the Wizard of the Crag, but the hobgoblins never made it that far—they were slain by a rogue water weird at the edge of the marsh.

Ragnar Redtooth of Parnast caught wind of the hobgoblin's mission and wants to thwart Bad Fruul.

Unaware that the hobgoblins have already been slain, he sends the characters into the Marsh of Chelimber to stop the hobgoblins and recover any useful items from the ruins.

ADVENTURE OVERVIEW

Beneath the Fetid Chelimber is divided into three parts:

Part 1. Hobgoblins' Fate. The adventurers learn from Ragnar Redtooth that a band of hobgoblins was dispatched to seek a sunken tower in the Marsh of Chelimber. They discover the hobgoblins slain at the edge of the swamp and must fight the water weird that killed them. A craven mud mephit named Feetor attempts to befriend the adventurers, offering information in exchange for their protection.

Part 2. Across the Bog. The adventurers navigate the pungent and treacherous Marsh of Chelimber.

Part 3. Island of Brutes. Arriving at Mama Manyknuckles's island, the adventurers must confront or sneak past her half-ogre "boys." Mama Manyknuckles and her loyal minions live within what appears to be simply a sinkhole on the island—but is, in truth, the highest room of the wizard's sunken tower.

ADVENTURE HOOKS

Any of the following hooks may justify the party's journey to the Marsh of Chelimber.

Ragnar's Recommendation. Ragnar Redtooth, proprietor of the Golden Tankard in Parnast, brings rumors that a hobgoblin warband was heading into the Marsh of Chelimber, purportedly seeking the ruins of a wizard's tower. These particular hobgoblins are loyal to the hill giant, Bad Fruul. Ragnar suggests that the adventurers see what the hobgoblins are up to in the marsh.

Shortly after this conversation Hsing, teleports to the character's location:

A golden pseudodragon with milky white eyes, teleports to a space a mere three feet in front of your group. "Ahem, SEER and the Lord's Alliance asks that, once the hobgoblins are prevented from finding the tower, assuming the rumors are correct, you would continue and attempt to find the tower. "

Rune Magic. Characters interested in lost magical lore or affiliated with the Harpers might be interested in the ruins for the same reason Bad Fruul is: the sunken remnants of a wizard's tower is

rumored to hold powerful magic and forgotten spells.

Revenge against the Hobgoblins. On the way to the Marsh of Chelimber, hobgoblins attacked a poorly-defended caravan. Some of the survivors plead with the adventurers to follow the hobgoblins and take revenge. The survivors heard the hobgoblins were headed to a sunken ruin in the Marsh of Chelimber, but they didn't hear why.

Faction Assignment: Emerald Enclave. Members of the Emerald Enclave are informed that the faction has learned of unusual reports of strange plant life in the Marsh of Chelimber—specifically razorvine, an unusual plant not native to Faerûn or even the Material Plane. Members are instructed to keep an eye out for the unusual plant, but to be careful, its name is well-earned.

WHERE TO NOW?

This adventure is intended to serve as a prelude to DDAL05-07 *Chelimber's Descent*. In this adventure, the characters reach the highest level of the sunken tower of the Wizard of the Crag. In the next adventure, they explore the rest of the tower and recover its long-lost treasures.

If you are running these two adventures back to back add this faction assignment:

Faction Assignment (Harpers). While in favor of improving the defenses of Parnast, the Harper's are concerned about the concentration of all that knowledge in one hand. Harpers are tasked with personally retrieving, a few of the scrolls or books. To that end, members are lent a *bag of holding*, for the course of the adventure, if they do not have one or something similar.

PART 1. HOBGOBLINS' FATE

This adventure begins with the party in the Marsh of Chelimber following the fairly obvious tracks of six hobgoblins. The day is overcast but hot and humid, with low-lying mist throughout the swamp.

1. EW. DEAD THINGS

The marsh is moist and muddy, allowing the adventurers to follow the tracks of the hobgoblin squad with little difficulty. The tracks end at the bodies of the hobgoblins, which are strewn on an island about 15 feet in diameter.

GENERAL FEATURES

Terrain. The muddy ground is covered with irregular pools of standing water. Most of these pools are only a few inches deep, but in some water-filled pits and channels, the water is as much as 5 feet deep. Thick clumps of trees with hanging vines stand together throughout the marsh. Although the terrain is wild and marshy, the party cannot get lost so long as they follow the hobgoblin tracks.

Light. Bright light predominates in the marsh, although a thin haze along the ground limits visibility to about 100 feet.

Sound. The marsh is alive with the sound of insects.

Smell. The Marsh of Chelimber has a strong smell of decaying vegetation.

A water-filled channel splits around a small muddy island strewn with corpses. A half-dozen dead hobgoblins lay with their weapons drawn, most sprawled halfway in the fetid water of the marsh.

The corpses on the muddy island appear to have all been crushed to death within the past day or so. Despite a complete lack of tracks or other clues as to where the hobgoblins's assailants went, a successful DC 13 Wisdom (Survival) check suggests that they emerged from and returned to the water after bludgeoning these hobgoblins to death.

Shortly after arriving, the **water weird** and a **mud mephit** return—rising from the edge of the marsh and attacking the characters. Characters that succeed on a DC 12 Wisdom (Perception) check are not surprised by the attack. Alternatively, if the characters learned about what attacked the hobgoblins, none of the characters are surprised.

The water weird is magically bound to the Marsh of Chelimber. If destroyed, it reforms within 1d3

days. While the water weird attacks intruders relentlessly, the mud mephit fights alongside its companion until it is destroyed, at which point the mephit flees.

FEETOR ARRIVES

At the end of the second round of combat, a second **mud mephit** named Feetor arrives to observe the fight. Feetor flits from deeper in the marsh, from a different direction than the water weird arrived; he is not allied with (and is in fact a bit afraid of) the water weird.

Feetor hides behind a vine-shrouded branch to watch the fight (giving him three-quarters cover), but he hides poorly; Characters that succeed on a DC 12 Wisdom (Perception) check see Feetor arrive to observe the fight.

Feetor has the statistics of a normal mud mephit, although he is neutral in alignment, speaks Common, and constantly exudes a horrible stench; add the following trait to the mephit's stat block:

Stench. Any creature that starts its turn within 5 feet of Feetor must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to Feetor's stench for 24 hours.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove the mud mephit, reduce the water weird's hit points to 29, and reduce the damage it deals with its constrict attack to 2d6+2.
- **Weak party:** Remove the mud mephit.
- **Strong Party:** add a mud mephit.
- **Very strong party:** Add two more mud mephits.

TREASURE

One of the hobgoblins is larger and better-equipped than the others. He wears a bronze armband worth 55 gp and wears a *ring of swimming*. This hobgoblin also carries a stained, cloth map identifying a route across the Marsh of Chelimber to the ruined tower of the Wizard of the Crag. The characters can use this map to their advantage in Part 2.

2. MEETING FEETOR

After the fight with the water weird, Feetor tentatively emerges from cover and eagerly praises the characters (assuming they didn't try and kill him).

A mud mephit squats on the vine-covered branch of a broad tree, clapping his flabby hands together eagerly and flinging stinky droplets of mud.

"That's good! You're tough! The grabby water monster ain't gonna stay dead—it reforms out of the marsh after a couple'a days—but there's not many who can best it. Most'a us mud-folks serve whoever's the toughest around; some reckon it's the grabby water monster, and some think it's Mama Manyknuckles, but my vote is that's you lot. You're best of all!

"Oh, I forgot my manners in th' excitement! I'm Feetor." The flabby little creature stands up, puffs out its chest, and gives an awkward bow.

Feetor isn't surprised if the characters react with disgust or revulsion at his presence; he's used to it. If attacked, Feetor flees and circles back after a few minutes, hoping the characters have calmed down.

ROLEPLAYING FEETOR

Feetor is an obese mud mephit that has lived in the Marsh of Chelimber for decades. Unlike most mud mephits, Feetor exudes a horrible stench that keeps other creatures at a distance. He is dim-witted with a pronounced drawl, but he's genuine in a simple-minded way and eager to serve whomever he sees as the most powerful creature in the swamp. An unapologetic coward, Feetor flings his hands up in surrender at the slightest provocation, which has the unfortunate side effect of slinging stinky droplets of mud all around.

Quote: *"Ain't nobody better than you, so Feetor's here to help y'all out however y'all need."*

WHAT FEETOR KNOWS

Feetor is eager to help the characters, and provides the following information about the Marsh of Chelimber and its denizens:

- The Marsh of Chelimber is a vast, trackless, soggy swamp.
- This region of the marsh has two powerful creatures: the water weird and Mama Manyknuckles, the particularly ugly leader of a band of half-ogres.
- The water weird is immortal and ancient; if destroyed, it always reforms in some other part of the marsh within a few days. It doesn't communicate, and seems to mostly ignore the mud mephits that "serve" it (with such service generally being limited to helping the water weird when it attacks trespassers).

- Mama Manyknuckles leads about a dozen half-ogres that she calls her "boys." They're all violent, inbred brutes that range around the swamp capturing and eating trespassers. (Feetor is not aware that most of Mama's "boys" have left the marsh to serve Bad Fruul instead.)
- The half-ogres live on an island somewhere deeper in the marsh; Feetor doesn't know the way there, because he avoids the half-ogres as much as possible—they mock and attack him.
- Although the island has several crude huts, Mama Manyknuckles has the best accommodations: she lives in a cave below the surface of the island.
- Mama Manyknuckles and the water weird generally have little direct interaction with one another; Mama lives on an island deeper in the marsh, where the water weird can't go (because the water weird can't leave the water). Their servants and minions clash frequently; mud mephits, loyal to one of the leaders, attack those loyal to the other leader whenever they meet.

When the characters travel deeper into the marsh to seek out the sunken ruin, proceed to Part 2.

XP Award. If the characters spare Feetor and glean useful information from him, award each character 50 XP.

PART 2. ACROSS THE BOG

The characters must cross the treacherous Marsh of Chelimber to the island around the submerged tower that once belonged to the Wizard of the Crag. The path is unmarked, so the characters are likely to have difficulty finding it without assistance.

FINDING THE ISLAND

The shortest path through the marsh to the island requires six hours of walking, but the characters might easily become lost. Locating the island requires that the groups navigator succeed on three consecutive DC 15 Wisdom (Survival) checks—one check every two hours (see *Getting Lost*, pages 111-112 of the *Dungeon Master's Guide*). The checks are modified as follows:

- **Slow pace.** If the characters travel at a slow pace, their travel time is doubled, and the navigator gains a +5 bonus to Wisdom (Survival) checks to avoid becoming lost.
- **Fast Pace.** If the characters travel at a fast pace, their travel time is halved, but the navigator suffers a -5 penalty to the Wisdom (Survival) checks.
- **Feetor's Aid.** If Feetor is accompanying the party, he provides helpful advice the navigator; the navigator gains a +5 bonus to the Wisdom (Survival) checks.
- **Hobgoblin Map.** If the characters discovered the hobgoblin's map, the group's navigator makes the Wisdom (Survival) checks with advantage.

BECOMING LOST

If the party becomes lost, they must spend 1d6 hours wandering before being able to attempt another Wisdom (Survival) check to pick up the route. In addition, the characters have a dangerous or inconvenient encounter, as follows.

- **First Failed Check.** The characters become lost, and must pass through an isolated sump to recover their path. The waters of the sump emit a rancid, sulfurous reek that clings to all nearby creatures. The powerful stench lingers on the characters until they wash thoroughly with clean water and vinegar. In the meantime, the odor gives the characters disadvantage on Dexterity (Stealth) checks, and provides a warning to the half-ogres (see Part 3, below).
- **Second Failed Check.** One or more of the characters in the lead might blunder into a patch of quicksand beneath innocent-looking swamp

scum. A successful DC 15 Wisdom (Nature) check identifies this hazard before the character walks into it. Unless the lead characters have the group follow in their footsteps have everyone make this check.

QUICKSAND

A quicksand pit covers the ground in roughly a 10-foot square area and is usually 10 feet deep. When a creature enters the area, it sinks 1d4 + 1 feet into the quicksand and becomes restrained. At the start of each of the creature's turns, it sinks another 1d4 feet. As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe (see the suffocation rules in the *Player's Handbook*).

A creature can pull another creature within its reach out of a quicksand pit by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.

- **Third Failed Check.** The characters become lost, and a number of aggressive **mud mephits** (equal to the number of characters) ambush them behind a hummock of earth. These mephits are trying to prove their strength and fight until two or fewer mephits remain (at which point they flee).
- **Fourth and Subsequent Failed Checks.** The group might stumble into another patch of quicksand, be beset by stinging insects, or encounters other weak swamp monsters. These encounters should require some quick thinking or pose a minor inconvenience, but shouldn't be lethal.

If the party spends enough time wandering the swamp for the water weird they defeated in Part 1 to reform, it immediately seeks them out for revenge. The water weird ambushes the characters as they travel through the marsh.

OUTLANDER BACKGROUND

A character with the outlander background is used to getting along in the wild and has an innate sense of terrain and direction. If the party gets lost and includes a character with the outlander background, halve the number of hours the party spends wandering the marsh before they can attempt another Wisdom (Survival) check.

FINDING THE ISLAND

When the characters finally reach the island, proceed to Part 3.

XP Award. If the characters reach the island within 12 hours, award each character 50 XP.

PART 3. ISLAND OF BRUTES

The submerged tower sits near the edge of a large island rising above the waters of the marsh. This island is the home of a sea hag named Mama Manyknuckles and her tribe of half-ogres.

Mama Manyknuckles rules her half-ogres through a combination of bullying, shaming, and—when it suits her—seduction. She refers to the half-ogres as her “boys,” and treats them as her children, slaves, or mates as her capricious cruelty strikes her.

The half-ogres primarily stayed with Mama Manyknuckles because they had nowhere else to go, but Bad Fruul recently put out a wide call for giants and giant-kin to flock to his banner. As a result, most of Mama Manyknuckles’s “boys” have left in the past weeks. Only the five most loyal half-ogres stayed.

GENERAL FEATURES

The island has the following general features:

Terrain. The kidney-shaped island consists of stone and mud. Tufts of tenacious vegetation grow over the island. Patches of razorvine grow across the center of the island and around the sinkhole.

RAZORVINE

Razorvine is a plant that grows in wild tangles and hedges. It also clings to the sides of buildings and other surfaces as ivy does. A 10-foot-high, 10-foot-wide, 5-foot-thick wall or hedge of razorvine has AC 11, 25 hit points, and immunity to bludgeoning, piercing, and psychic damage.

When a creature comes into direct contact with razorvine for the first time on a turn, the creature must succeed on a DC 10 Dexterity saving throw or take 5 (1d10) slashing damage from the razorvine’s bladelike thorns.

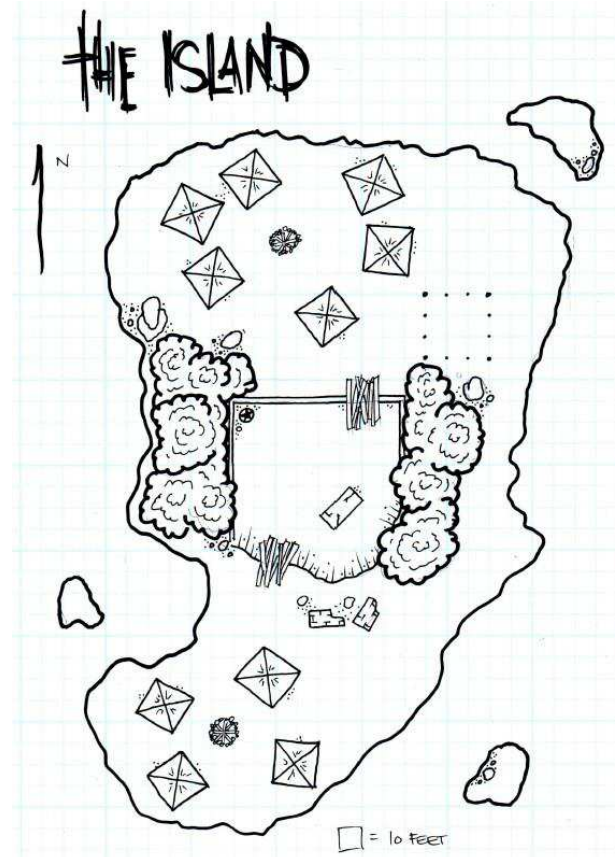
Light. If the characters attack the island during the day, the area is well lit; otherwise, moonlight provides dim light. No matter the hour, a thin haze along the ground limits visibility to 100 feet.

Sound. The marsh is alive with the sound of insects, and water laps against the edges of the island.

Smell. In addition to the smell of decaying vegetation prevalent throughout the Marsh of Chelimber, the half-ogres have terrible hygiene; their odor still pervades the island even though most of them are gone.

ADVENTURE PACING

If you have less than 45 minutes remaining to play this adventure, omit the half-ogres in the north camp; they are out hunting, giving the party an unobstructed route to the sinkhole.



1. THE NORTH CAMP

The north end of the island contains six large, ramshackle wooden huts surrounding a massive fire pit. The huts are decorated with badly-cured skins and poorly-stuffed reptiles. An open wooden pavilion at the east end of the camp is stained with gore.

This camp is where most of Mama Manyknuckles’s half-ogres once lived. Although the camp looks like it can accommodate up to a dozen giants, only two **half-ogres** remain here, Urfick and Plig. They lounge near the fire pit, keeping an eye out for trouble. They attack trespassers with glee, eager to demonstrate their zeal to protect Mama Manyknuckles’s island. Caught up in this fervor, the half-ogres fight until defeated.

The ramshackle huts contain nothing of value, and it’s clear that most of the residents packed up their meager belongings and left many days ago.

The pavilion is where the half-ogres butcher their meat. As the half-ogres are greedy, messy eaters, this

pavilion is a disgusting mess of dried blood and heaps of discarded offal.

If the characters are particularly noisy in this camp, the half-ogres in the south camp rush to investigate. If the characters still stink after becoming lost during Part 2, the sulfurous stench also attracts the half-ogres from the south camp. Those ogres come to investigate cautiously, attempting to sneak up on intruders.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** There is only one **half-ogre** at the north and south camps. The **half-ogre** from the south camp doesn't join the fight.
- **Weak party:** The **half-ogres** from the south camp doesn't join the fight.
- **Strong party:** Add a **half-ogre**.
- **Very strong party:** Add two **half-ogres**.

TREASURE

A half-butchered crocodile in the pavilion swallowed a large moonstone worth 50 gp. The half-ogres recovered it from the beast's gut and set it aside on a stump here; they haven't yet decided who gets to present the bloody stone to Mama.

2. THE SOUTHERN CAMP

The southern end of the island contains four large, crudely-built huts. One of the huts is sturdier than the others and appears to be cobbled together from overlapping pieces of rafts and flat-bottom swamp boats.

A fire pit stands at the northwest side of the camp with a heap of logs next to it.

The huts on the south end of the island are used for storage. Even before most of the half-ogres left, the south camp was only ever occupied by a few of them serving as guards; usually those lower in the brutal social pecking order of the "boys."

The hut made from discarded boats is solidly constructed and used to hold humanoid prisoners. Although a few suspicious stains indicate that any prisoners here usually met a grisly end, there are not currently any prisoners in the hut when the characters arrive.

Two **half-ogres** named Gravick and Dax tend to a large fire in the fire pit. Both are bemoaning the fact that their brethren have left them to join up with Bad Fruul, and talking in hushed tones about

slipping away to join them. At any indication of intruders in their camp, the half-ogres seek cover to hide and try to sneak up on trespassers. If one of these half-ogres is reduced to fewer than 10 hit points, he flees into the swamp or surrenders, if he thinks he can't get away.

ROLEPLAYING MAMA MANYKNUCKLES'S "BOYS"

The half-ogres remaining on the island are brutal, filthy louts. Swampers all their lives, these dimwitted yokels don't know any life other than hunting in the swamp and serving Mama Manyknuckles. All the half-ogres are loyal to Mama Manyknuckles; even Gravick and Dax, who are considering leaving to join their departed kin, still fight to defend her lair at the center of the island.

If questioned about Mama Manyknuckles, these half-ogres acknowledge that Mama is small and ugly; but with their very limited knowledge, they assume that all female half-ogres are smaller and uglier than they are. They know that she uses magic, and that she's smarter than their whole band put together (not a difficult feat). They also know she carries a dense stone club she calls the "punishin' rock" with a strange rune carved into it—each of the boys has been hit with her "punishin' rock" many times for misbehaving.

Quote: "Nothin' comin' between us an' our Mama."

If the characters are particularly noisy in this camp or if they stink from their trip through the swamp, the half-ogres in the north camp come to investigate. Those half-ogres rush into melee with a bellow, potentially spoiling any ambush that Gravick and Dax are attempting to set up.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** There is one only **half-ogre** at the north and south camps. The **half-ogre** from the north camp doesn't join the fight.
- **Weak party:** The **half-ogres** from the north camp don't join the fight.
- **Strong party:** Add a **half-ogre**.
- **Very strong party:** Add two **half-ogres**.

TREASURE

One of the storage huts contains a dead dwarf, his arms pulled out of their sockets by the half-ogres and the body dumped here out of the way. The dwarf still wears several gold beard-clips worth a total of 115 gp.

3. WILD RAZORVINE

A large patch of razorvine grows in the middle of the island; surrounding the sinkhole to the east and the

west sides of the sinkhole. Gaps in the razorvine provide access to the sinkhole in the center of the island.

The half-ogres avoid the razorvine, so they don't realize that **two swarms of poisonous snakes** have taken up residence amid the sharp leaves. Small and agile, the snakes take no damage from passing through the razorvine.

Each swarm lairs amidst the razorvine on either side of the sinkhole. If disturbed, the snakes swarm out to attack the offending creatures (which might be half-ogres), but don't descend into the sinkhole for any reason—deterred by lingering magics.

Faction Assignment: Emerald Enclave. This is the razorvine that members of the faction were informed about. Retrieving a trimming of the vine disturbs the snakes, but satisfies the requirements of the assignment.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Replace the **swarms of poisonous snakes** with a **giant poisonous snake**.
- **Weak party:** Replace one of the **swarms of poisonous snakes** with a **giant poisonous snake**.
- **Strong party:** Add a **giant poisonous snake**
- **Very strong party:** Add a **swarm** of poisonous snakes.

4. THE SINKHOLE

The easiest approach to the central sinkhole is in the gaps in the razorvine to the north and south. As the half-ogres pay particular attention to Mama Manyknuckles's comings and goings—the better to anticipate her whims or avoid her fiery mood swings—they are very likely to notice the characters approaching the sinkhole on their half of the island.

When the characters descend into the sinkhole, read:

A wide stone foundation frames this sinkhole, giving it a roughly square shape. The edges of the foundation are badly weathered but appear crenellated, like the walls of a battlement, making the stone frame seem less like a foundation and more like the top of a large keep or tower.

The floor of this sinkhole is ancient but well-laid flagstone covered with a thin sheen of swamp-water. The northwest corner of the sinkhole contains a badly weathered statue. A large table to the southwest is covered with filthy furs and torn silks, a poor imitation of a luxurious bed.

Two wide ramps of logs and earth lead into the sinkhole from the north and south.

The **sea hag** Mama Manyknuckles lives in the sinkhole along with her current favorite among her "boys," a **half-ogre** named Belg. Two **mud mephits** serve Mama Manyknuckles with simpleminded adoration. These opponents all attack intruders immediately.

Mama Manyknuckles currently appears as a waifish half-ogre—a form she knows Belg prefers—but drops this illusion once combat begins and uses Horrific Appearance, which Belg and the mephits are unaffected by. She does not flee her lair or negotiate with trespassers that might take her dwindling authority away from her, but once the sea hag is defeated, Belg and the mephit flee or surrender.

The statue in the northwestern corner of the room is too badly weathered and obscured by mossy overgrowth to determine what creature it originally depicted. The filthy bed is a stone plinth from the original tower. Both play an important role in accessing the lower levels of the tower, as described in DDAL05-07 *Chelimber's Descent*.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove the **half-ogre** and a **mud mephit**. Reduce the **sea hag's** hit points to 26.
- **Weak party:** Remove the **half-ogre** and a **mud mephit**.
- **Strong party:** Add two **mud mephits**.
- **Very strong party:** Add three **half-ogres**.

TREASURE

Mama Manyknuckles wears silks and fine clothing irreparably befouled by the hag's filthy hygiene and the fetid atmosphere of the swamp. Still, the gems sewn into her once-fine apparel are worth a total of 180 gp.

Mama Manyknuckles also wears a stone pedant that has holes in each of its corners. It has a jade inlay of Stein, the stone rune. Mama Manyknuckles doesn't realize the stone's purpose as a key to unlock the tower.



CONCLUSION

With Mama Manyknuckles defeated, any surviving "boys" flee into the marsh and do not return. The party can descend deeper into the tower of the Wizard of the Crag right away or can return at a later

time, shooing away any minor marsh critters that may have moved in during their absence.

The characters explore the tower and recover its secrets in DDAL05-07 *Chelimber's Descent*.

REWARDS

Make sure the players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session. If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you can wait and give the rewards for all missions played at the end of the session.

EXPERIENCE

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Water weird	700
Mud mephit	50
Half-ogre	200
Giant poisonous snake	50
Swarm of poisonous snakes	450
Sea hag	450

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
"Befriend" Feetor	50
Find the island in twelve hours	50

The minimum total award for each character participating in this adventure is **450 experience points**.

The maximum total award for each character participating in this adventure is **740 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided up according to a system set forth in the sidebar.

TREASURE AWARDS

Item Name	GP Value
Bronze armband	55
Large moonstone	50
Gold beard-clips	115
Mama's gems	180

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic item gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

RING OF SWIMMING

Ring, uncommon

This ring is made of a single piece of cartilage carved to look like the open jaws of a shark closing around the wearer's finger. A description of this item can be found in **Player Handout 1**.

RENOUN

All faction members earn **one renown point** for participating in this adventure.

Characters that are **members of the Emerald Enclave** that bring back a trimming of razorvine receive **one additional renown point**.

DOWNTIME

Each character receives **five downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **150 XP**, **75 gp**, and **five downtime days** for running this session.

APPENDIX. MONSTER/NPC STATISTICS

GIANT POISONOUS SNAKE

Medium beast, unaligned

Armor Class 14

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages -

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) damage on a failed save, or half as much damage on a successful one.

HALF-OGRE

Large giant, chaotic evil

Armor Class 12 (hide armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant

Challenge 1 (200 XP)

ACTIONS

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

MUD MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 1/2 (50 XP)

Death Burst. When the mephit dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's next turn.

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

ACTIONS

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

Mud Breath (recharge 6). The mephit belches viscid mud onto one creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SEA HAG

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 40 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

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

ACTIONS

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

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

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

SWARM OF POISONOUS SNAKES

Medium swarm of Tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) damage on a failed save, or half as much damage on a successful one.

WATER WEIRD

Large elemental, neutral

Armor Class 13

Hit Points 58 (9d10 + 9)

Speed 0 ft., swim 60 ft.

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

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

Damage Immunities poison

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

Senses blindsight 30 ft., passive Perception 10

Languages understands Aquan but doesn't speak

Challenge 3 (700 XP)

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

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

ACTIONS

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

APPENDIX. NPC SUMMARY

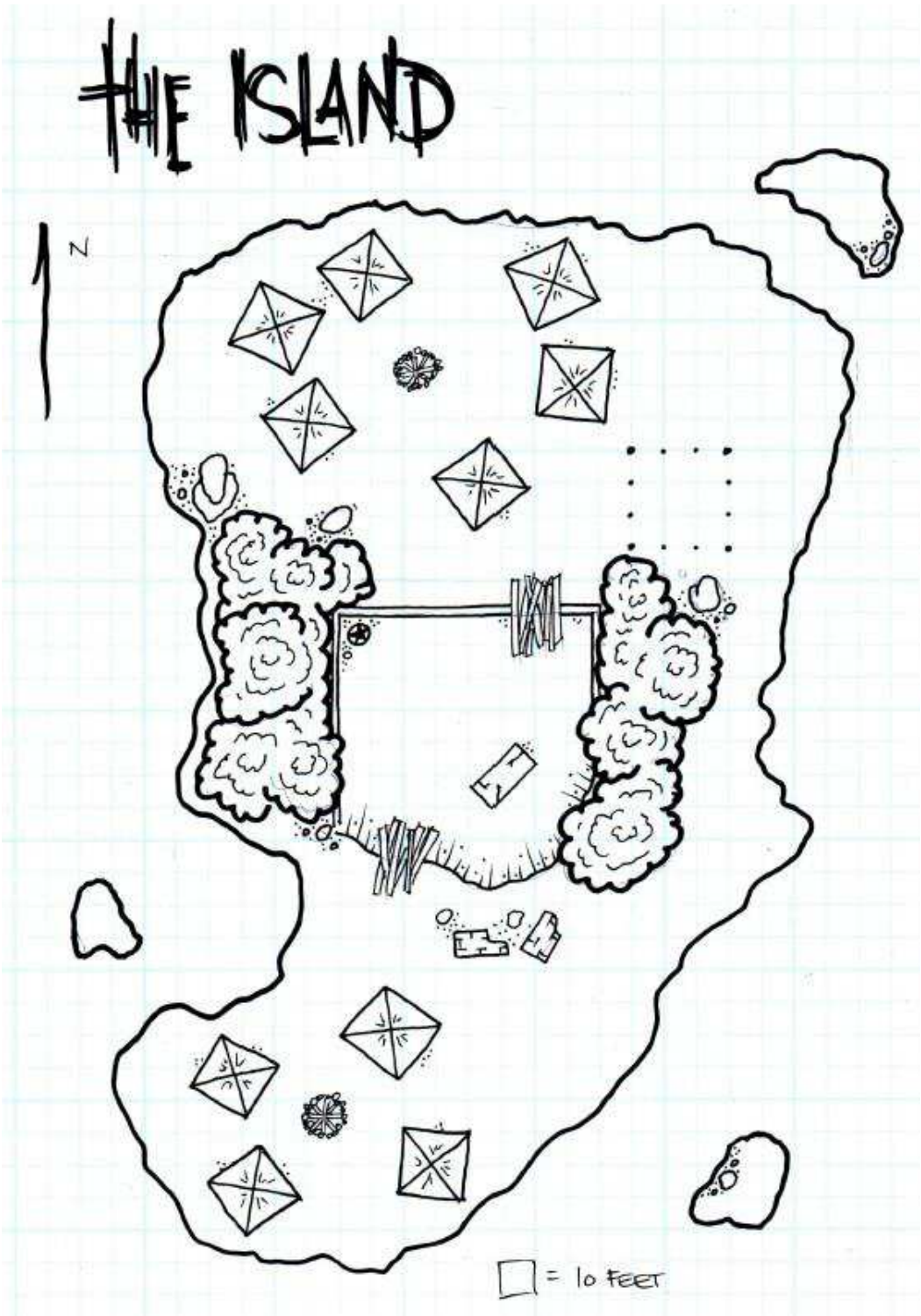
The following NPCs appear in this adventure:

Feetor (FEE-tore). Sycophantic, noisome mud mephit living in the Marsh of Chelimber.

Mama Manyknuckles. A domineering sea hag that rules a small tribe of half-ogres in the Marsh of Chelimber.

Urfick, Plig, Gravick, Dax, and Belg (YER-fik, PLEEG, GRAY-vik, DACKS, and BELG). Half-ogre “boys” loyal to Mama Manyknuckles. Belg is Mama’s current favorite.

APPENDIX. THE ISLAND MAP



PLAYER HANDOUT. RING OF SWIMMING

The adventure contains the following magic item.

RING OF SWIMMING

Ring, uncommon

The ring gives its wearer a swimming speed of 40 feet. This item can be found in the *Dungeon Master's Guide*.

This ring is made of a single piece of cartilage carved to look like the open jaws of a shark closing around the wearer's finger.



RESULTS CODE: NOVEMBER – DECEMBER 2016

If you are DMing this adventure during the months of November – December 2016, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

