



ADVENTURERS LEAGUE™



TENDRILS IN THE FOG

BEN HEISLER, PAIGE LEITMAN, AND M. SEAN MOLLEY

Adventure Designer

Adventure Code: ELMW2-1

Optimized For: APL 8



When a series of grisly murders and raids on farms and fishing boats come to light, accompanied by a strange fog, the people of Elmwood need heroes to investigate and stop the attacks. There is hardly anyone in the Moonsea who's life hasn't been touched by one of the tragedies over the past years, and these attacks may have deeper causes than anyone knows.

A four-hour adventure for 5th-10th level characters

Development and Editing: Amy Dzura

Proofing and Layout: Encoded Designs

Organized Play: Chris Lindsay

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

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

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.



INTRODUCTION

Welcome to *Tendrils in the Fog*, a Convention Created Content D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the Baldman Games Elmwood adventures.

This adventure is designed for three to seven 5th - 10th level characters, and is optimized for five characters with an average party level (APL) of 8. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate 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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

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. Become familiar 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.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life. To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your players (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

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. Watch for stalling--play loses momentum when this happens. At the same time, make sure that players don't finish too early; provide them with a full play experience.

Adventure Primer

Adventure Background

In the last year or so, the realm of Ravenloft has been oddly cotangent to the Moonsea. During that time, a band of seven adventurers slipped through the mists of Ravenloft. This group found themselves the unlikely heroes of the downtrodden people of Barovia. A vampire, Strahd Von Zarovich, ruled the land with cruelty and bloodshed, and the good adventurers could not refuse that challenge. After exploring the land and finding artifacts that would help them against the master vampire, the adventurers heard a rumor of a mystical place of power called the Amber Temple. The Amber Temple was founded by an order of paranoid and reclusive wizards who were stewards of the vestiges of dead gods. When a being as powerful as an evil god is slain, it still retains a shard of power and becomes a vestige of its prior self. After being defeated by Strahd once, the adventurers went to the Amber Temple because they had heard that the vampire had acquired his own formidable powers there. They knew that in order to have a chance against the ancient evil, they would need every advantage in the fight. They accepted gifts of power from the vestiges.

- Nesbit Gath (NEZ-bit Gath) is a gnome transmutation wizard. He's younger, nervous, and all he cares about is acquiring new magic and arcane knowledge. One of the dead gods gave him the secret to becoming a lich if only he had stronger command of magic.
- Olwain Jorudel (ALL-wane JŌ-ru-del) was an elven forest warden. His experiences in the Amber Temple transformed his loyal cooshees into hell hounds.
- Skamos (SKAY-mōs) is a tiefling warlock with dark purple skin and large black freckles. She is a big, buff woman with a jovial temper, but who is a berserker in a fight. She was gifted with great strength and likes to bully others and make them feel inferior.
- Alfred the Boneater is a human man dressed in simple clothes, with skeletal wings growing out of his back, and a crossbow in his hand.
- Lathai the Heartseeker (LATH-eye) is a drow ranger. She has assumed the power to walk on walls and ceilings like a spider
- Patrin (PĀTE-rin) is a silver colored dragonborn paladin. While he used to be exceedingly polite, he's gotten to the point where he won't take no for an answer.
- The dowager countess Constance Trentham (TRENTH-um) is a very old, very proper, very

cultured half-elf woman who seeks political power. The magic of the dead gods gave her the power of storms.

However, the powers granted by the Amber Temple of Barovia changed the adventurers. They became paranoid, untrusting, merciless, and cruel as the vestiges of the dead gods slowly took them over. They fought the vampire and banished him for a while, but they were sure he would return. The adventurers returned to the Moonsea with new goals: to loot and pillage whatever they chose, and to gain power for their own glory and benefit. Nesbit Gath is the putative leader of the group, having enforced his will upon them with his magical prowess. Since they came to the Moonsea, they tangled with a local necromancer named Tyranne Epaline in a fight that ended in a draw. Nesbit Gath has decided instead to apprentice to the lich Akempus, who rules the sunken city of Northkeep. While he does so, the rest of his team has run amok. Nesbit Gath and Akempus have sealed Northkeep in a barrier of magical energy so that they can be left alone while they work.

Adventure Overview

Part 1: Littleford. The adventurers find a small town that is terrified of adventurers. The characters learn of evil adventurers marauding in the area. They have a choice of going to Elmwood or Harbin's Hope.

Part 2: Elmwood. Aliana Mathnir, the town constable, explains she's concerned with some reports from the outlying towns, and would like the adventurers to check in on them. She gives them a map with six places to look in on.

Part 3: Investigation. The characters can investigate one or two of the locations to learn more about the evil adventurers, until they are set upon by the evil adventurers (special encounter Fresh Meat). After investigating a third location the locals take notice of their efforts (special encounter On the Trail) and direct them towards the evil adventurers' hideout.

100% of the author share of the profits from these adventures will be given to the following as a charitable donation: American Civil Liberties Union
<https://www.aclu.org/>

For almost 100 years, the ACLU has worked to defend and preserve the individual rights and liberties guaranteed by the Constitution and laws of the United States.



Part 4: The Caves of Danger. The characters can invade the evil adventurers' stronghold. The evil adventurers will attempt to flee to join the rest of their group but will fight to the death if cornered.

Timeline of Play

This adventure is designed to be played in four hours but has enough material that it could easily go longer. To complete the module in the time allotted, here are the recommendations:

- Littleford - 15 minutes
- Harbin's Hope or Elmwood - 30 minutes
- Two investigations - 1 hour
- Fresh Meat - 30 minutes
- Third investigation and On the Trail special encounter - 45 minutes
- Caves of Danger - 1 hour

If the players are moving slowly and enjoying the narrative and roleplaying aspects of the adventure, then omit the "Fresh Meat" combat, and/or skip over the smaller fights.

Adventure Hooks

Adventure hooks for the players are in **Handout 1 Elmwood Needs Help** – "Constable Aliana Mathnir has put out a call that has reached as far as Elventree and Hillsfar that Elmwood seeks assistance solving disappearances and raids on the surrounding hamlets. You are just approaching the village of Littleford on your way to Elmwood."

Investigating Strange Events – "You've heard rumors of a cold, chill, evil fog rolling in from the Moonsea. There are rumors in Phlan and other places around the Quivering Forest that say this mist is the result of a place of great evil touching Faerûn. You have chosen to investigate these rumors and are approaching the Hamlet of Littleford on the way to Elmwood, the local hub of activity."

Elmwood

Elmwood is a small town about sixty miles southwest of Mulmaster on the coast of the Moonsea. This small town is detailed in the "Elmwood at a Glance" appendix.



PART 1. LITTLEFORD

The adventure begins with the characters approaching the hamlet of Littleford on the way to Elmwood.

Read or paraphrase the following:

Outside of Littleford on the way to Elmwood, you can hear singing and laughing - it seems like there's a festival! The severed wolf heads hung on spears outside of Littleford are a stark contrast to a playful children's chant ringing through the summer afternoon air. The smell of fried pies and other tasty food fills the air. There's a faint smell of woodsmoke from a fire several miles off, and in the far distance, a plume of smoke rises above the trees. There are other travelers on this road as well.

Take a moment for the characters to introduce themselves.

The villagers of Littleford are gathered around the town square singing a happy folk tune. When they see you, the children start to scream in fear and point at you. The townsfolk shout in dismay, their eyes open wide in shock.

"They're back! Lathander protect us! The monsters are back!"

"Nooooo! They'll murder us all!"

"Save the children! Hide them! Hide them!"

Feel free to play up the villagers' fright of characters that have particularly foreign, brutish, or savage appearances. For instance, if there is a bugbear the villagers might shout "Oh no! The bugbears are going to cook and eat us!"

Complete panic ensues. Parents grab their crying children and rush into their homes. The elderly and infirm are hustled into nearby buildings. Doors slam shut and the bars thud audibly to lock them closed. A merchant grabs her cart of pies and runs for her shop as if all the fiends in all the hells were chasing her, and locks the door behind her. Window-

shutters snap closed in fear.

In the village square, there is a large, papier mâché wolf's head dangling from a stately tree in the middle of town. Sticks wrapped in red ribbon are trampled into the dust nearby, and a lone teddy bear is abandoned in the square.

As the last door slams, a heavy wooden partition comes down in front of the biggest house. Painted on it in big, yellow letters in an unsteady hand it reads: ADVENTURERS NOT WANTED.

Adventurers have multiple options here. Two of those options are:

1. The characters realize they are not welcome and continue to Elmwood. In this case, proceed to **Part 2**.
2. The characters seek to knock on doors, call out, and talk to people. In this case, continue below.

The most obvious door to knock on is the heavy wooden partition blocking entry to the biggest house in town. If the characters knock on other doors, the residents either stay quiet or beg them to go away.

The house belongs to village elder Yersi Georgiana, an old human woman. Yersi views adventurers as opportunistic thugs - and anyone with arms, armor, and/or strange magics that she doesn't know is an adventurer.

Roleplaying Yersi Georgiana

Yersi is an older human in her late sixties, with greying black hair kept in a tight braid and piercing hazel eyes. She originally hails from Barovia but made her escape by making a deal with the Vistani over fifty years ago. She believes respect should be earned rather than given, and with all the trouble adventurers have been causing around the outside of Elmwood, adventurers are more trouble than they are worth. Just last spring, a bunch of adventurers got the cleric of Chauntea in Elmwood killed and caused all sorts of problems (detailed in ELM01 adventures).

Quote: "You aren't wanted; we've seen you traveling nomads for the charlatans and thieves you really are."

The characters can get the following information from Yersi if they can make a DC 16 Charisma (Persuasion or Deception) check, or a DC 14 Charisma (Intimidate) check. Give the characters advantage for good roleplaying.

Yersi will tell them the following through the door if successful; if not, she urges the characters to leave and go to Elmwood. Here is what she knows:

- Two tendays ago, the little timber-cutter's village of Susanna's Succor was razed by adventurers that came out of a spooky mist. Anyone they didn't kill came to Littleford as refugees.
- She reported the problems to Elmwood when the refugees began arriving but hasn't heard anything from the Constable yet.
- She hired some adventurers to look into what happened in Susanna's Succor, but the adventurers stole the money, and then stole the holy symbol of Lathander from the town shrine. The adventurers were an elf, a devil-kin, a couple of drow, and a dwarf.
- If the characters don't seem to know who Lathander is, she explains he's the Dawn God who protects the little folk from evil. The shrine to Lathander is on the east side of town. It was a small wood and stone cabinet painted with bright yellow paint with a gilded statue of Lathander inside. It wasn't worth much, but the gold gilt on the statue could be scraped off and remelted.

- Yersi asks the characters if they attacked Harbin's Hope, and points to a plume of smoke rising above the trees several miles away.
- Harbin's Hope is a small farm town. They trade with Littleford, Susanna's Succor, other small towns in the area, and Elmwood.
- Yersi acidly suggests that if the heroes aren't "too evil" maybe they should go see what's going on at Harbin's Hope.
- Littleford has too many refugees to take in more. Any survivors will have to go elsewhere.

Developments

The characters can investigate Harbin's Hope (see **Part 3**) or go to directly to Elmwood (see **Part 2**). If the characters want to go to Susanna's Succor, it is not detailed in this adventure. It was burned down about two tendays ago, and the shrine to Silvanus (the forest god) was also burned. There are no clues or survivors in town.

The "adventurers" that Yersi hired were Skamos, Olwain, and three cultists – this is the first mention of them the characters will hear of.



PART 2. ELMWOOD

If the characters proceed to Elmwood, read or paraphrase the following aloud:

The summer breeze whips the violet waters of the Moonsea into foam tipped wavelets and runs through all the trees, creating a happy whisper of sound as you near Elmwood. The sounds of hammering, sawing, and other general construction fill the air. Ever since the elemental Cult of Fire detonated a Devastation Orb in Elmwood a few years ago, the town has been rebuilding. The streets of town are gray with ash, and the smell of ashes still hangs faintly in the air.

The town hall – Elmwood Hall – is a lovely building of new construction, and the most likely place to find the Constable.

If adventurers have played any other Elmwood adventures from Baldman Games, or have ten renown, Constable Mathnir greets the adventurers warmly and by name.

"Ever since that Moander thing last spring I've had trouble finding enough capable deputies to keep up with everything. Elmwood just keeps growing, you know? Otherwise I'd send some of them to check in on this kind of thing. I need some people to look in on the nearby hamlets and villages. We've had some reports of fires, killings, and disappearances. Now," she raises her hands defensively, "I am not in charge of keeping the peace outside of Elmwood, but I thought it would be neighborly to check in on these folks – and quite a few of them trade with us. And it's always good to stay ahead of anything that might be a threat to town. Here's a map of some of the outlying towns you might want to look in on."

She provides the characters with **Handout 2: Mathnir's Map**.

Constable Mathnir is shocked and dismayed to learn about the trouble in Littleford, Susanna's Succor, and/or Harbin's Hope.

Aliana Mathnir also relates the following information about the points on the map:

- **Littleford** - reported an influx of refugees from Susanna's Succor, and that a group of adventurers took their pay to investigate and skipped town with the holy symbol of Lathander from the temple.
- **Harbin's Hope** - a small fishing and farming community that trades with Elmwood. They haven't reported any disturbances.
- **Shackleton** - a small community of vacation manor houses for the wealthy of Mulmaster and Hillsfar. She's had word that the guards there reported strange sounds in the night a few days ago.
- **Mercy Hill** - a small hamlet that supplies grain, whiskey, and woolens to Elmwood. Mathnir hasn't heard much from them lately.
- The points marked **Bloodculler's Grotto, Cutpurse's Retreat, and Deserter's Cove** are orc, bugbear, and hobgoblin camps. Constable Mathnir is convinced that the humanoid bandits are responsible for the attacks.

Aliana Mathnir also offers the characters 800 gp total, plus salvage rights, for figuring out what's going on in the outlying towns and making it go away. With a DC 18 Charisma (Persuasion) check, she is willing to increase that total to 1,000 gp to be paid out on successful completion of the job.

Roleplaying Aliana Mathnir

Aliana is a short and muscular dark-skinned woman with blue eyes and brown hair that is kept at shoulder length. She has a scar along her face from fighting the cultists who activated a Devastation Orb in the town two years ago. Aliana tries to make sure she gets along with the townsfolk, even when she is doing something they don't like (such as collecting taxes). She likes to keep a neat and efficient town. She is friendly and honest and likes to make everyone feel that they can come to her with any issues concerning the town.

Quote: "Look, just get along, okay? We have bigger problems to deal with."

Developments

The characters have a list of places to go to from the Constable's map.

Treasure

If any characters have the story reward Home Sweet Home from ELMW1-3 The Battle of Elmwood, townsfolk give them a Potion of Greater Healing as a welcome home gift.



PART 3. INVESTIGATION

Refer to the flowchart in Appendix 1 to help you run the investigation.

- The characters will get to investigate three of the six locations in total. The six locations detailed in this part are Bloodculler's Grotto, Cutpurse's Retreat, Deserter's Cove, Harbin's Hope, Mercy Hill, and Shackleton.
- After they investigate the second location, run the Special Encounter: Fresh Meat. Olwain and Skamos become aware of the characters, and skirmish with them to take their measure.
- After the party investigates the third location, run the Special Encounter: On the Trail. The characters' actions lead some of the NPCs to trust the characters enough to confide in them.
- Special Encounter: On the Trail will lead the characters to Part 4, the Caves of Danger.

There is no particular time pressure in this section of the adventure, and the characters can take as many long rests as they like.

Investigation: Bloodculler's Grotto

This is meant to be a small, easily-handled fight where the characters can learn more about the evil adventurers by interacting with bugbears whose orc compatriots left to venerate the evil adventurers. No map is provided. DMs are encouraged to run this theater of the mind or make up a map that seems appropriate. There is no scaling for strong or very strong parties, as this encounter is assumed to be trivial. Encourage narrative solutions to the encounter other than fighting and award full XP for them.

Read or paraphrase the following:

Bloodculler's Grotto is a naturally formed sea-cave on a rocky section of coast. A bugbear is sitting alertly on some of the stones near the edge of the cave, sharpening her sword.

General Features

Terrain. This cave is a natural formation. The floor and walls are not worked in any way, but this is not rough terrain. The ceiling is about 7 feet high.

Light. There are no light sources in the cave.

Smells. There's the scent of cooked meat, bodily waste, blood, and rot.

Scaling

This encounter includes 4 **bugbears**, and 2 **bugbear chiefs**.

Very Weak. Remove both bugbear chiefs.

Weak. Remove one bugbear chief.

Tactics

Bugbears are nasty brutes, who are happy to wade into battle with no plan. Once half are killed, the rest will attempt to flee or surrender to save their own lives.

Developments

The bugbears have no treasure; the orcs took it with them when they left. The rotting and partially eaten body of an elven scout is in the back of the cave. His journal, or what's left of it, is among the bugbears' remaining possessions. Give the characters Handout 3 if they can read Elvish.

If the players have a clever way to defeat the bugbears through trickery or roleplaying or other narrative means, then allow them to do so. Use the passive insight and passive perception of enemies as listed in their stat blocks. Skill check DCs should be 14 for things that seem plausible, or 18 for things that seem implausible. Reward clever ideas and good roleplaying with advantage, inspiration, and/or a reduction in DC. What the bugbears know is that the orcs with them left about a tenday ago claiming they now serve "The Five Headed Destroyer" and the bugbears have no idea who that is. Since then they've been foraging in the local area and aren't connected to any of the local violence. If the characters let the bugbears know that several of the villages are poorly defended and unprepared for violence, the bugbears aren't clever enough to lie about their desire to attack the villages.

Investigation: Cutpurse's Retreat

This is meant to be a small, easily-handled fight where the characters can learn more about the evil adventurers by interacting with hobgoblins that were

not strong enough to join the evil adventurers. No map is provided. DMs are encouraged to run this theater of the mind or make up a map that seems appropriate. There is no scaling for strong or very strong parties, as this encounter is assumed to be trivial. Encourage narrative solutions to the encounter other than fighting and award full XP for them.

Read or paraphrase the following:

Cutpurse's Retreat is a stand of three mangy one-room wooden shacks on stilts in a stretch of inland marsh. The air is full of mosquitos, who savagely attack exposed flesh, and the stench of rotten eggs from the swamp. A few hobgoblins are talking to each other with brutish growls - looks like a disagreement over camp chores.

General Features

Terrain. The floor of the shack is about one foot over the surface of the water. The swamp is difficult terrain, and the water is about three feet deep.

Smells. There's the scent of cooked meat, bodily waste, blood, rot, and swamp gas.

Scaling

This encounter includes 2 **hobgoblin captains**, and 4 **hobgoblins**.

Very Weak. Remove both hobgoblin captains.

Weak. Remove one hobgoblin captain.

Tactics

The hobgoblin captains will stay close to the hobgoblins, so they can get martial advantage. Once half the hobgoblins are killed, the rest will attempt to flee or surrender.

Developments

The hobgoblins have no treasure because Skamos stole it. They have recent, badly-healed burns and fresh brand-scars that read 'Unworthy of service to great Taar Haak' in common and infernal.

If the players have a clever way to defeat the hobgoblins through trickery or roleplaying or other narrative means, then allow them to do so. Use the passive insight and passive perception of enemies as listed in their stat blocks. Skill check DCs should be 14 for things that seem plausible, or 18 for things that seem implausible. Reward clever ideas and good roleplaying with advantage, inspiration, and/or a reduction in DC. The hobgoblins relate that about a tenday ago a tiefling woman came to their camp trying

to talk them into being her servants and worshippers. They declined, and she beat them all down with spellfire and a greatsword, branded them, and took their treasure.

Investigation: Deserter's Cove

This is meant to be a small, easily-handled fight where the characters can learn more about the evil adventurers by interacting with orcs that are going to join the evil adventurers. No map is provided. DMs are encouraged to run this theater of the mind or make up a map that seems appropriate. There is no scaling for strong or very strong parties, as this encounter is assumed to be trivial. Encourage narrative solutions to the encounter other than fighting and award full XP for them.

Read or paraphrase the following:

Deserter's Cove is a lovely stone-beach inlet. The forest crowds close, offering any ship ample cover from prying eyes. A few orcs are camped on the edge of the cove looking bored. A skiff is anchored nearby.

General Features

Terrain. The forest areas provide half cover and anyone in the forest is lightly obscured. The beach is a solid stony beach with no cover.

Scaling

This encounter includes 1 **Orc Blade of Ilneval**, and 3 **Orogs**.

Very Weak. Remove the Orc Blade of Ilneval and one Orog.

Weak. Remove the Orc Blade of Ilneval.

Tactics

Once half of the orcs are killed, the rest will attempt to flee or surrender.

Developments

The orcs have no treasure because they sent it with the rest of their clan to join the evil adventurers.

If the players have a clever way to defeat the orcs through trickery or roleplaying or other narrative means, then allow them to do so. Use the passive insight and passive perception of enemies as listed in their stat blocks. Skill check DCs should be 14 for things that seem plausible, or 18 for things that seem implausible. Reward clever ideas and good roleplaying with advantage, inspiration, and/or a reduction in DC. The orcs ran into a dwarf that convinced them to

come join the great Taar Haak because the great Taar Haak would give them great strength in return for their fealty. So, they sent a representative (and their meager possessions) with the dwarf to one of the sea-caves nearby to get things ready for the orcs. However, the messenger is several days late returning. (The messenger will never come, as he died en route due to an accident.)

Investigation: Harbin's Hope

Read or paraphrase the following:

As you go to Harbin's Hope, the reek of ashes and smoke fills the air. The dozen or so buildings here are nothing but piles of ash and cinders, and the charred coals of the burned-out homes are still too hot to touch. The only thing still standing in Harbin's Hope is a singed sign along the road that reads 'Welcome to Harbin's Hope - our slice of heaven!'

Wisdom (Medicine or Perception) to see about the bodies:

- DC 12: The residents of Harbin's Hope were killed in several different ways - some were flash-incinerated, some broken apart with great force, some slashed open, and others torn limb from limb.

Wisdom (Survival or Perception) to find clues:

- DC 12: You spot really big canine footprints. These animals were as big as horses.
- DC 14: As you look around more, you find a tuft of hair, clearly shed by one of the dogs. You bring it to your nose and there's the potent scent of brimstone.
- DC 16: The tracks of the hounds don't lead outside of town - no sign of their approach or leaving. Were they summoned? Magic must be involved.

Intelligence (Investigation) to look around town:

- DC 12: As you look around in the destroyed buildings, you find set tables of blackened food. It seems like the attack happened suddenly, and in the morning when the people were just sitting down for breakfast.
- DC 14: You notice that there are plenty of corpses of people, most of which have been cleaved into pieces and horribly burned. The sheep, goats, and cattle are still out in the fields, and a couple of dogs wander around forlornly. Whatever hit Harbin's Hope came for the people. A dragon or other predator would have gone after the livestock.

Intelligence (Arcana) about the damage to town:

- DC 12: it's obvious that some of this fire is so potent and spread so fast that magic was involved - and there are definitely 40ish-foot diameter patches where it's most intense.
- DC 14: The big scorched circles look like the blast from a fireball. The marks of force on walls and doors suggest the potency and accuracy of a warlock's eldritch blast.

Intelligence (Religion) about the remains of a small temple:

- DC 12: The small temple here, which is also a smoking ruin, was to Eldath. Eldath is an old, pacifist deity of lakes and forests.
- DC 14: As you inspect the ruins of the church, you notice that whatever centerpiece there was to this small church is missing. It's clear it hasn't been destroyed in the chaos.
- DC 16: There's the oily, blasphemous stink in the air that happens when a place has been befouled by other-planar creatures. Likely demons or devils at work.

If the characters have been to Shackleton, the damage is similar:

If the characters use speak with dead, the dead have stories much like Tenebrosus does (see below). The same goes for speaking with animals or plants.

Tenebrosus

After the characters have investigated two of the clues, they hear the noise of movement coming from one of the nearby ruins. The two characters with the highest passive perception spot a dark figure running for cover.

If they give chase, the characters can spot a dark humanoid darting into a crawl space under one of the burned houses. They can attempt to follow with a Strength (Athletics) or Dexterity (Acrobatics) check of DC 15, with disadvantage if they are wearing medium or heavy armor. Failure means they get stuck and must be rescued by another party member, but that only results in bruised pride.

If successful on the above check, the character crawls under the house and finds Tenebrosus, a tiefling tweenage commoner who survived the destruction of Harbin's Hope. Read or paraphrase the following:

You follow the scrambling creature into a crawl space that soon opens up into a root cellar. In the dim light, you can make out piles of trash, some supplies, and on the far

side, a small, thin, dark-skinned tiefling that clings to the corner with the desperate hope that you don't see him.

The character(s) that gave chase may try to calm or capture Tenebrosus, and the resolution of this scene is left largely to the DM's discretion (be mindful of any time constraints you have). Relevant skill checks to calm, intimidate, or befriend Tenebrosus are DC 13.

What Tenebrosus knows:

- There have been a lot of weird fogs in the last few tendays. The fog is chilly and cold (which is weird, because it's summer) and gives him the creeps. He can almost hear things in the fog like voices and people crying out in pain or fear. There was a particularly thick fog in town this morning. He was afraid, and the other children were picking on him for it.
- Two people came flying in toward town. They didn't ask any questions or demand anything - like bullies, they just laughed as they started to attack.
- One of the people was surrounded by smoke and that person had two big shaggy dogs with fire in their eyes that breathed fire.
- The other person was a tiefling woman who threw magic at people. She had flames all over her skin.
- Tenebrosus ran to one of his hidey holes. Since fire doesn't hurt him so bad, he wasn't killed.
- Tenebrosus saw them fly into the burning church and then back into the mist.

Tenebrosus' primary motivation is to be left alone even if he's the only one in the village. He doesn't trust the characters or people in general, and is reluctant to be 'rescued,' but will go along with their direction long enough to escape later.

If the characters have a strongly positive interaction with Tenebrosus, give them the Story Reward "Friend of Tenebrosus".

Roleplaying Tenebrosus

Tenebrosus is a young teenage tiefling boy who hid during the initial assault. His fire resistance managed to help him survive the burning, as well as the many hidey holes he knew from staying away from bullies who enjoyed beating up on one of 'the devil's own.' He's shy but blunt when pressured.

Quote: "They're dead. They're all dead, ok? Can I go now?"

Investigation: Mercy Hill

Mercy Hill is an enclave of refugees, former cultists, reformed criminals, and escaped slaves that are trying their hardest to leave their former lives behind.

As the characters approach, read or paraphrase the following:

The sign ahead indicates that you are near the small town of Mercy Hill. The hamlet is a dozen or so buildings surrounded by fields of wheat that are terraced down the hill that gives the hamlet its name. Long-haired wooly goats graze nearby. Men and women of a half dozen humanoid species in plain, sturdy clothes work the terraces and look at you with a mix of curiosity and nervousness. A powerfully-built male half-orc with grey-green skin and a branding scar across his face waves to greet you. His appearance and rough demeanor are at odds with his quiet voice. "Hail and well met, travelers. Come to put your hands to the dirt and look for mercy, or just passing through?"

Anyone who sees Josiah's scar can make an Intelligence (History) DC 12 to identify him as the property of the Hillsfar gladiatorial arena.

The half-orc is Josiah, and he welcomes the characters to Mercy Hill. He leads them up a set of switchback paths to his farmhouse. His farmhouse is plain, and he offers the characters rye bread, salt, and ale in hospitality before speaking about the matters at hand.

Josiah knows the following:

- The farm community has been on edge since their wagon hasn't returned from selling wares in Elmwood. The trip takes a few days, but the cart is more than a tenday late.
- They send wheat, rye, bread, whiskey, and woolen goods to Elmwood, and get finished goods in return.
- He hired a pair of adventurers three days ago (once the wagon was a few days late) to find the townsfolk who were on the trip, and, if possible to find the wagon and mule team. The adventurers were a female tiefling and a male elf. They had a few orc guards and porters, but they didn't say much and were very deferential to the elf and tiefling. He's concerned that the adventurers have run into trouble as they haven't come back. Of course, they talked him into paying them in advance...

- Josiah doesn't comment on any of the other farmers, other than to say they've left their old lives behind. Some might say they've been reborn in the harvest goddess' grace, but most are just glad to live a quiet life.
- Josiah will grumble and frown as he tells the characters that three drow and two dwarves have left Mercy Hill for good without explanation over the past tenday. He looked into it, but Mercy Hill isn't a prison, and he has no right to keep people here. They were acting a little strange, but he's not one to judge.
- If asked about Hillsfar or the Arena, the characters can make a DC 14 Charisma check to try to get more information from him. He looks haunted and answers that he used to be known as Gutrender Gorespree and he fought and killed for a living. As far as he's concerned, Gutrender died in that arena, and he hopes he never hears of that name again.

Roleplaying Josiah

Josiah escaped from Hillsfar during the rise of the new First Lord (D&D Adventurer's League Season 2 Rage of Demons) and works here at Mercy Hill with other refugees from around the Moonsea who have left their old lives behind. The town council of Mercy Hill has granted them all amnesty. Josiah knows that some among them are those who have fled the Underdark, are former cultists of evil powers, and criminals - but he doesn't judge.

Quote: "We're all here for a new life, so let's ask questions about today, not days past."

Josiah invites the characters to ask around - he says he can't stop them, but not everyone in the community is as conversational as he is. If the characters choose to investigate, they can discover the following:

- Charisma (Persuasion or Deception) DC 14 - By asking around, the characters find that few people are willing to speak to them, but those who are do confirm Josiah's story about the missing wagon.
- Intelligence (Investigation) DC 14 - Characters check the houses that the drow and dwarves abandoned and find the walls have been defaced. The scribblings are hard to make out, but characters can read "They walk! The vestiges have broken their chains and returned!" No one in the town knows what this refers to. This finding opens up an opportunity for an Intelligence (Arcana or Religion) check DC 16. If successful, the characters realize that vestiges are pieces of dead gods.

- Charisma (Intimidation) DC 16 - By asking pointed and suspicious questions of the formerly villainous town occupants, the characters can find out that a few have gone missing, leaving in the night with claims they were drawn to a new cult.

Investigation: Shackleton

As the characters approach, read or paraphrase the following:

A fine gate and stout wall protect magnificent homes with lovely gardens in Shackleton. Even these large, stately homes are mere "hunting lodges" to the wealthy elite of Mulmaster and Hillsfar. A small brigade of guards approaches and asks you to state your business.

The group is composed of five **guards**, one **scout**, and their leader (a **veteran**), Eisley Bleth. Eisley requests their letters of introduction, and should they not have any, firmly requests they step no further toward the manor homes. He is unwilling to share information about whose homes they are, as the residents of this vacation getaway value their privacy.

If the characters do some quick thinking to produce forged documents or a character has the Noble background, Eisley will relax and offer to take them to an extravagantly furnished guest house. Otherwise, the encounter occurs outside the front gate of the hamlet.

Roleplaying Eisley Bleth

Eisley serves as one of the guard commanders for Shackleton. He takes his job seriously but is frequently reminded that one of the homes here could be his if his ancestors hadn't fallen from grace a few generations back. He knows adventurers are a necessary evil for many of the nobles and holds no ill will toward them, but he also knows adventurers are dangerous and won't invite them in without proper documentation that they are indeed welcome here.

Quote: "Guest invitations or step no further."

If the characters mention the attacks and the evil adventurers, Eisley will be eager to share the following information:

- Three nights ago, two people flew toward Shackleton in the night. They were laughing and sounded drunk. This is unusual, but not unheard of. Some of the wealthy owners are spellcasters who can fly. The two people refused to identify themselves, and hurled bolts of purple energy and fiery explosions at the guards and some of the mansions.

- The guard quickly raised the alarm. The two assailants got closer, but Shackleton’s archers repelled them. One of the intruders seemed to be some manner of smoke creature while the other was a tiefling.
- The assailants flew off to the south and haven’t been heard from since. As they were flying away, they threatened that the enclave hadn’t heard the last of “Spaymoss and Old Wayne,” but that didn’t mean anything to Eisley or the others. The defenders quickly put out the fires and have been overseeing work crews that are repairing homes and facilities damaged by the attack.

If the characters wish to see the home that was damaged, Eisley will escort them to the building, where they can see scorch marks and damage from magical blasts being repaired.

Intelligence (Arcana)

- DC 12: it’s obvious that some of this fire is so potent and spread so fast that magic was involved - and there are definitely 40ish-foot diameter patches where it’s most intense.
- DC 14: The big scorched circles look like the blast from a fireball. The marks of force on walls and doors suggest the potency and accuracy warlock’s eldritch blast.

If the characters have been to Harbin’s Hope, the damage is similar.

Special Encounter: Fresh Meat

After the characters have investigated two things, **Skamos** and **Olwain** and two **hell hounds** ambush the adventurers on the road to their next destination.

Read or paraphrase the following:

The roadside rest stop is a pleasant camp with a small well, a firepit, and a cord of wood neatly stacked on the roadside for use by the next travelers. A cold mist surges out of the woods and surrounds you and the camp. The temperature drops to a chill as the mist shrouds the sun and the world looks dismal and murky. The muffled sounds of lost travelers crying for aid, the barely-audible screeching of bats, and wolf howls echo through the tendrils of fog. The trees on either side of the road look misty and indistinct.

Two figures fly overhead out of the fog. One is an elf man in robes and the other is a

tiefling woman in heavy plate.
 “Fresh meat, you’ll burn for Taar Haak!”
 The tiefling screams, her purple-and-black skin suddenly wreathed in flame.
 “Seriach shall feast again this day!” says the elf, as smoke begins to billow from his exposed skin.

A DC 16 Intelligence (Arcana) check can verify that this fog is related to the mists of Barovia - a strange remote demiplane of horror full of vampires and encircled by evil, semi-sentient mists.

Roleplaying Skamos

Skamos is a tiefling warlock who gave her soul to the great Taar Haak in exchange for incredible physical power. She is brash and overconfident, and delights in picking on lightly armored opponents. She’s a big, well-muscled woman in full plate. Her skin is purple with large black splotches and her black curly hair is in a bun to keep it out of her way. Her golden-yellow eyes are full of madness.

Quote: “Great Taar Haak will see your bones crushed to sand, foolish mortals!”

Roleplaying Olwain

Olwain was once an elf druid, who gave his soul to Seriach for the power to control demons. Where once he was a gentle steward of the forest, all he wants to do now is burn it down and feed it to the insatiable hunger of his hell hounds. Smoke issues from his pores as he speaks in infernal. Olwain is of medium stature, with the coppery skin, black hair, and hazel eyes typical to wood elves. His clothes are ragged and charred, his hair is singed to short tatters, and he reeks of brimstone.

Quote: “Your flesh and magic will feed my demons until all of Faerûn has been consumed!”

General Features

Light. The area is dimly lit due to the fog.

Visibility. The many tree trunks provide frequent cover and bushes provide partial concealment. The mists limit visibility for 60 feet in all directions.

Smells. There is the intense stink of brimstone.

The Mists. Mists surround the characters for nearly a quarter mile in every direction other than this small patch of road. Characters who end their turn in the mists gain a level of exhaustion. When characters gain three levels of exhaustion in this encounter, they fall unconscious and awaken after the end of the encounter.

Scaling

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

Very Weak: Skamos and Olwain fight for two rounds before disengaging into the mist and out of combat, saying “Look at them scatter... this is not much fun. They never would have survived Barovia.” Olwain does not have access to his Innate Spellcasting. The hell hounds disappear into puffs of brimstone-scented smoke when Olwain leaves.

Weak: Skamos and Olwain fight for two rounds before disengaging, saying “Look at them scatter... this is not much fun. They never would have survived Barovia.” The hell hounds remain and fight to the death.

Strong: Olwain summons two additional hell hounds

Very Strong: At initiative count 20 of the second round, one of the hell hounds mutates into a **glabrezu**.

Tactics

As a free action on her first turn, Skamos will call upon Taar Haak, grow to huge size, and be wreathed in flames. As free action, Olwain summons 2 hell hounds which can be placed anywhere within 60 feet of him.

Olwain has cast fly on himself and Skamos and will maintain concentration on that spell as long as he can. The elf will attempt to use feblemind on any spellcasters at the first opportunity (only for Average and stronger parties). He will use Finger of Death on wounded characters (only for Average and stronger parties). Melee characters will be his preferred target for plane shift, banishment, and suggestion (the latter two will cause him to stop concentrating on fly). Olwain includes Skamos in the area of effect of fire spells; he knows fire won't hurt her.

Skamos will fly directly for the least armored and most obvious spellcaster of the group to attack with her greatsword. If any are afflicted by feblemind, she will ignore them for the next most obvious spellcaster of the group.

The hell hounds will attempt to get as many enemies as possible in their breath weapon (and will include Skamos), and then will go after unprotected combatants, or distract characters who are attacking Olwain.

If the adventurers run from the fight, Olwain and Skamos let them run into the mists, flinging insults at them.

When either Skamos or Olwain drops to 30 HP or less, a thick mist emerges from the ground and envelops them, teleporting them to the Caves of Danger.

As their vestiges are now permanently on Faerûn, both Skamos and Olwain are immune to banishment.

Developments

Once the fight is over, the mists disappear. The characters are free to continue their journey. If a character has been plane-shifted during the combat, be sure to refer to the most recent Adventurer's League documentation for how to make one's way home. The guidance from the Tomb of Annihilation FAQ is in **Appendix 2**. After using one of the ways to get home mentioned in the guidance, they appear after the combat. While they may have spent time to get home, no other time has passed in this adventure.

If the characters are overcome by Olwain and Skamos they leave, laughing, without killing any downed characters. If all of the characters die then Constable Mathnir of Elmwood will send some of her deputies along with the druids from Eldath's Grove to recover their bodies and bring them back to Elmwood to be raised by the Church of Bane or reincarnated by the druids, or whatever else the players choose.

Special Encounter: On the Trail

The following is an addition to an investigation encounter that the characters experience after Fresh Meat.

When the characters believe that they have learned all they can, one of the following – based on location – will approach them with the information below.

- Bloodculler's Grotto, Cutpurse's Retreat, Deserter's Cove: A group of timbercutters who overheard the ruckus.
- Harbin's Hope: Tenebrosus the tiefling survivor.
- Mercy Hill: A sharp-eyed goblin cutpurse who has left her life of crime behind, and now spins goat wool into yarn.
- Shackleton: One of the guards.

The [timbercutter, tiefling, goblin, or guard] approaches you looking somewhat sheepish. “Look, I've heard from some other folks in the area, over the last several days, that you are investigating those good-for-nothing adventurers that have been marauding all over this area. I'm really scared to talk about this, you know, there could be spies anywhere and clearly these guys are happy to burn down whole villages. I saw something a few days ago – an elf and a tiefling flying through the air. They went over towards the old copper mine. It's only about a half-day's travel away. There's a unique red vein in the exposed rock there. Anyway, I couldn't get too close – there was this weird, chilly fog all over the area. It was like it was pouring out of the cave! I can show you on a map where it was.”



PART 4. THE CAVES OF DANGER

Skamos and Olwain use the Caves of Danger as a temporary hideout while they're enjoying marauding along the coast. However, their leader, Nesbit Gath, has called for them to return to Northkeep. Since Skamos and Olwain have tangled with the adventurers once already, they agree it's time to go. Their goal is to pack up their treasure and take boats to leave the cave via an underground river that will take them to the Moonsea close to Northkeep before the adventurers arrive.

Drow and dwarf cultists are fanatically devoted to the power of the dead gods in Skamos and Olwain. They fight to the death with the unwavering belief their sacrifices will be rewarded. The orcs have been promised good fights and rich rewards, including the favor of the great Taar Haak.

There are two entrances:

- There is an obvious opening that is visible from the outside. One of the rock formations has a vein of bright red rock, and there's an entrance to Area 1.
- If searching specifically for another entrance, the characters search the wooded clifftop, and amid a few shrubs there is a small vent in the top of the cave which can be found with a DC 20 Intelligence (Investigation) or Wisdom (Perception) check. This vent is 50' above Area 6, The Underground Docks. This is the area that Skamos and Olwain use to enter and exit the hideout while flying.

General Features

Terrain. The caves are partially natural, and partially a played-out copper mine. Some modifications have been made, but magic like stone shape works well here.

The red vein. The red vein on the outer cliff wall seems to run throughout the caves. The rest of the stone is in various shades of dark gray.

The mists. Mists cling low to the floor throughout the caves and are particularly thick anywhere that great Taar Haak or Seriach are revered (areas 3, 7, 8, 9, and 10).

Light. There is no light in the caves. All of the enemies here can see in the dark.

Creatures. Creatures in this area frequently have burn marks from Olwain's hell hounds or brands on exposed flesh in the shape of the symbol of great Taar Haak, the Five Headed Destroyer.

Defeat. If the characters flee, the enemies in the caves will let them flee. The enemies will board boats

and leave the caves. If the characters are killed, the enemies in the caves will leave their bodies and board boats and leave the caves. Constable Mathnir of Elmwood will send some of her deputies along with the druids from Eldath's Grove to recover their bodies and bring them back to Elmwood to be raised by the Church of Bane or reincarnated by the druids, or whatever else the players choose.

Sounding the Alarm

The enemies in the Caves of Danger are alert to danger because Skamos and Olwain have recently fought the heroes. The humanoids in the caves have been browbeaten into cooperating by the evil adventurers. The humanoid cultists will raise the alarm when the characters are spotted. If an alarm is raised, enemies in that area and the adjacent areas are immediately aware. Once an alarm is raised, an alarm-alerted enemy will move to the next area to spread the alarm. Be sure to adjust enemy tactics to reflect an alert and wary group of combatants who are watchfully preparing to leave, and who will respond attentively to the alarm.

There are other options...

Enemies in the Caves of Danger can be tricked, bullied, or otherwise bamboozled by clever characters. Bribery will be expensive because they truly believe in the great Taar Haak and Seriach as deities. Use the passive insight and passive perception of enemies as listed in their stat blocks. Skill check DCs should be 14 for things that seem plausible, or 18 for things that seem implausible. Reward clever ideas and good roleplaying with advantage, inspiration, and/or a reduction in DC. Encourage narrative solutions other than fighting and award full XP for them.

1. The Guarded Entryway

The path to this cave winds and descends into a natural rock formation with a peculiar red vein through it, and it is quickly clear that someone is home - the entry area is littered with trash such as broken barrels, torn sacks, and broken weapons. Farther into the dim light of the cave, you notice two powerfully-built orcs, clearly guarding something.

Creatures. There are two **orogs** guarding the entrance to the Caves. The characters can spot them from 60 feet away. The sentries are grumbling in orcish about looking forward to leaving this cave soon.

Developments. If the orogs are confronted by one character, they will bully the character, then attack with intent to kill and eat the character. If they are confronted or attacked by more than one character, the orogs shout the alarm to alert their allies in area 2 (who alert the rest of the compound), and then flee to area 2 to face the characters with additional reinforcements.

The Stone 'Door.' The orogs have set up two boulders to block the cave entrance. Moving one requires a DC 16 Strength (Athletics) check. There are enough small gaps around the boulders so that sound carries clearly through them.

2. The Storeroom

This large, rough chamber has a fifteen-foot-high ceiling. Four brutish orcs are moving crates from the huge pile in the center of the room and taking them down a steep path leading east out of this chamber. Somewhere down the eastern path you hear more voices and rushing water. Two other paths branch out from this area, one to the south, one to the north. There are two wagons in here and both are in rough shape.

Here are the goods and materials that the orcs and cultists have brought to supply the hideout and to take to Northkeep. There are four orogs here, carrying supplies down to load up the ships for the journey to Northkeep. If they spot intruders or are attacked, they call out for aid and are supported by forces from Area 1 and Area 6. If the alarm is raised, they retreat to Area 6 to defend the boats.

Plundered Merchandise. There are a wide variety of crates in the room that contain plunder the orcs and cultists have gathered. The crates provide cover and can be climbed over with a DC 12 Strength (Athletics) check.

Wagons. One of the wagons in this area has a small copper plaque that marks it as "property of the town of Mercy Hill."

3. Orc Quarters

This makeshift bunkroom has rough beds and bedrolls strewn about it. Judging from the trash and the musky stink of it, it is the orc

den. On one wall is a chiseled image of a massive creature with five heads surrounded by ten handprints in dried blood. Below the chiseled image, painted in the same blood, are broken shackles.

There are beds, bedrolls, piles of straw, and common non-weapon gear for 10 orcs here, but nothing else of interest. No orcs are here, as they are all busy preparing to leave.

The characters may make a DC 13 Intelligence or Wisdom check to connect the wall art to "the great Taar Haak, the Five Headed Destroyer." It is likely that the players will ask if it relates to Tiamat, but there is no relation.

4. Common Room

This chamber has been set up with a small fire pit for cooking. There are piles of bones nearby. Some of them are disturbingly humanoid.

5. Slope Down

This steep slope twists around several times. It leads to a set of lower caves that appear to be unmined. The sound of rushing water is somewhere ahead. The slope is filled with stalactites and stalagmites.

The rock formations allow easy cover for characters to hide behind and scout ahead, but otherwise this passage is unremarkable.

6. Underground Docks

Daylight from a hole in the 50-foot-high ceiling dimly illuminates this large chamber, which is dominated by a swiftly-moving underground river. A small dock has been set into the water and two rowboats are tethered there. There are a group of tall, thickly-muscled orcs loading crates onto the boats. A few drow and dwarves clad in robes move among them and supervise.

In this chamber are 2 **orogs** led by an **Orc Blade of Ilneval** working alongside a **dwarf priest** of Seriach, and 2 **drow cult fanatics** devoted to Seriach. They will sound the alarm if they spot intruders (their highest passive perception is 13), alerting the four orogs from Area 2 (if they are alive) as well as Skamos and Olwain.

If Olwain and Skamos are alerted, they will attempt to get on the boats and flee.

General Features

The following additional features are present in this area:

Underground River. The river is moving swiftly, and any creature starting their turn in the water must make a DC 15 Strength saving throw or be pulled 10 feet away, knocked prone, and suffer 2d6 (7) bludgeoning damage.

Docked Boats. The boats are moored to the dock with ropes that require one action to unmoor or 10 points of slashing or magical damage against an AC 8 to sever. Once the boats are let loose, they float down the underground river. If someone is piloting the boats they move at 60 feet per turn, otherwise they move at 30 feet per turn. The boats are large enough for 7 medium sized creatures.

Adjusting the Encounter

Here are the adjustments for the encounter. They are not cumulative.

Very weak. Replace the drow cult fanatics with drow cultists, replace the orogs with orcs.

Weak. Remove one drow cult fanatic, replace the orogs with orcs

Strong. Add one orog and one dwarf priest

Very Strong. Add one Orc Blade of Ilneval, one orog, and one dwarf priest

Sounding the Alarm/Tactics

If a combat occurs here, Skamos and Olwain arrive, but attempt to flee. While these are the suggested actions of the enemy combatants, feel free to use other tactics that reflect the alert and intelligent defenders of the area. Skamos and Olwain's goal is to flee unless cornered.

- Round 1: areas 2 and 8 are alerted.
- Round 2: Skamos and Olwain show up from area 8. 3 orogs from area 2 show up. 1 orog from area 2 alerts the 2 orogs in area 1.
- Round 3: the last orog from area 2 shows up. The orogs from area 1 move to area 2. Skamos and Olwain start to move to the boats and attack the characters on the way.

- Round 4: the two orogs from area 1 show up. Skamos and Olwain continue to move to the boats and attack the characters on the way.
- Round 5: Skamos and Olwain unmoor the boats. One is pushed into the river to prevent the characters from chasing them. The two evil adventurers get in the other boat.
- Round 6: Skamos and Olwain leave.

Treasure

The boats are laden with supplies needed at Northkeep, along with 1,000 gp in coins, gems, jewelry, and religious icons swiped from nearby villages.

Developments

If the cultists and orcs are defeated without raising the alarm or notifying Skamos and Olwain, the evil adventurers remain in their chambers, unaware that there is an issue.

If Skamos and Olwain escape and the characters don't get on the other boat, the characters can still investigate the area to learn valuable information.

If the characters get to the other boat, they can chase the evil adventurers. The river flows for about a mile through a stone cave that is about 40'-60' across, has anywhere between 10' and 20' of headroom, and is between 10' and 40' deep. The current is swift until just before the river drains into the Moonsea.

7. Cultist Quarters

The passage to the north leads to a thick black leather curtain. Past that is a smaller chamber, where there are five bedrolls arranged in a circle around a sign charred into the floor of a stylized hell hound, with crudely artistic flames bursting from its open maw. On the walls are simplistic paintings of seven figures emerging from a mountain temple wreathed in yellow.

There are five bedrolls and common non-weapon gear for cultists here, but nothing else of interest. No cultists are here, as they are all busy preparing to leave.

Developments

Under one of the pillows is **Handout 4 – Cultist Journal**.

8. Worship Chamber

A natural cave tunnel heads southwest. It's irregular and filled with delicate-looking slender columns, stalactites, and flowstone. The passage opens up to a sizeable unlit chamber. The walls are covered with crude paintings. They show seven figures - an elf man, a large tiefling woman, a lithe drow woman, a gray-scaled dragonborn, a gnome man with a staff, a human man, and an older half-elven woman. In the first one, they are surrounded by mist. In the second, they are looking up a steep hill at a magnificent dark castle. In the third, they are fleeing death and destruction while a pale and beautiful figure watches. In the fourth, they are in some sacred place, standing amid a circle of yellow coffins. In the fifth, they are once more before the magnificent dark castle, but this time the figures are shrouded in dark yellow. In the final piece, they have emerged from the mists, shrouded still in a dark yellow aura. There are two passages that lead from this room - one is flanked by a three-foot-high statue of a potent tiefling surrounded by a mighty creature with five heads, while the other is of an elf flanked by hell hounds.

Note that this room is very near to Skamos and Olwain's rooms, and if the characters are not attempting to be quiet, they will attract their attention to emerge and crush the intruders.

Treasure

Each of the eyes of five heads around the tiefling and the two hell hounds hold chips of rare amber worth a total of 1,000 gp.

9. Skamos' Room

This chamber features an elaborate wall carving of the great Taar Haak, the Five Headed Destroyer, along with a large bed with many pillows and a lightly burned desk. There is a map of the Moonsea and some papers on the desk.

If the characters look at the journal, give them **Handout 5 - A Letter from Nesbit Gath**.

Tactics

If the characters haven't caused the alarm to go up or created enough noise to attract **Skamos** to the Worship Chamber, they face her here. At the beginning of initiative, Skamos will shout that they have come to meet their doom, alerting enemies in Areas 6 and 10. If alive, Olwain arrives on the second turn with two hell hounds, and anyone in room 6 arrives on the third turn. As her vestige is now permanently on Faerûn, Skamos is immune to banishment.

If necessary, Skamos will sacrifice herself to allow **Olwain** to escape. She will fight to the death to avoid capture.

Adjusting the Encounter

Here are the adjustments for the encounter, provided that the characters face Skamos alone. They are not cumulative. Alter the timing of the arrival of the reinforcements considering the characters' strength so this encounter is an appropriate challenge for the characters.

Very weak. Skamos is not in her plate mail when the characters arrive, and instead has an AC of 9.

Weak. Skamos is still wounded from the previous encounter, and instead has only 100 hp.

Strong. Skamos has been forewarned in visions of this attack and has consumed a potion of heroism moments before the characters attack, giving her 10 temporary hit points, and +1d4 to saving throws and attacks.

Very Strong. Skamos has been forewarned in visions of this attack, and has consumed a potion of speed, granting double her speed, adding a +2 bonus to AC, advantage on Dexterity saving throws, and gains an additional action on each of her turns. That action can be used only to take the Attack action (one weapon attack only), Dash, Disengage, Hide, or Use an Object. When the one-minute duration of the potion ends, Skamos can't move or take actions until after her next turn, as a wave of lethargy sweeps over her.

Developments

If the characters use *speak with dead* on Skamos, she reveals the following:

- She doesn't regret making the deal with great Taar Haak to defeat the evil vampire Strahd in Barovia, but she does regret losing control of the vestige and becoming evil.

- She pleads with the characters to try to save her friends. All of them took the gifts of the Amber Temple and were taken over by evil.
- She asks the characters to make restitution for her if they can.
- Nesbit Gath is solely focused on gaining power and will stop at nothing to become a lich.
- She knows the names and descriptions of her whole adventuring party (see list in Adventure Background).

Saving Skamos and Olwain?

Skamos' possession by the great Taar Haak and Olwain's possession by Seriach can only be cured by a Wish spell. They will not volunteer or submit to be cured willingly. If the adventurers can keep these powerful enemies alive and get them to civilization, Granthar Copperhelm of the Order of the Gauntlet will take the prisoners and see that they're properly (lawfully and kindly) incarcerated and interrogated at an Order of the Gauntlet chapterhouse far from Elmwood.

10. Olwain's Room

This chamber features a large potted tree. Many of the roots and branches have been scorched. Carved and burned into its trunk is a map of the Moonsea, with various areas - Hillsfar, Mulmaster, and Melvaunt in particular -- burned nearly off the map. There are five wooden cameos on a small shelf nearby - one of which is badly burned. The room also has a small bed.

The five cameos are of:

- An older half-elf woman. The carving on the back says: "I long for your laughter, you always knew how to bring us together."
- A handsome human man. The carving on the back says: "I long for your cleverness, you always knew a way out."
- A drow woman. The carving on the back says: "I long for your passion for the hunt, you always knew the way to victory."
- A dragonborn. The carving on the back says: "Your piety was never enough to save us."
- The burned one is a gnome man. The carving on the back says: "I long for your power, and one day it will be mine."

Tactics

If the characters haven't caused the alarm to go up or created enough noise to attract **Olwain** to the Worship Chamber, they face him here. Olwain will laugh maniacally and sulfurous smoke will emit from his body at the beginning of initiative, alerting enemies in Area 6 and 9. Olwain summons 2 hell hounds from the mist at initiative count 20 on the first round (and only on the first round) as a free action, which can be placed anywhere within 60 feet of him, and the hell hounds act immediately (and then on initiative 20 from then on). If alive, Skamos arrives on the second turn, and those in room 6 arrive on the third turn. As his vestige is now permanently on Faerûn, he is immune to banishment.

Olwain will do what he can to escape, such as casting improved invisibility on himself or blocking the path behind him with a wall of fire. If he cannot escape, he will fight to the death to avoid capture.

Adjusting the Encounter

Here are the adjustments for the encounter, provided that the characters face Olwain and his hounds alone. They are not cumulative. Alter the timing of the arrival of the reinforcements considering the characters' strength so this encounter is an appropriate challenge for the characters.

Very weak. Olwain has not recovered from the previous encounter and does not have access to his innate spellcasting. The **hell hounds** arrive separately, one at initiative 20 on the first round, and one at initiative 20 on the second round.

Weak. Olwain has not recovered from the previous encounter and does not have access to his innate spellcasting.

Strong. Olwain has been forewarned in visions of this attack and has consumed a potion of invulnerability moments before the characters attack, giving him resistance to all damage. Add one **hell hound**.

Very Strong. Olwain has been forewarned in visions of this attack and has consumed a potion of invulnerability moments before the characters attack, giving him resistance to all damage. In addition to summoning his hell hounds, he also summons an obedient **glabrezu**.

Treasure

Olwain has a portable hole, which is filled to the brim with rotting flesh used to feed his hell hounds. It is detailed in **Handout 6**.

Developments

If the characters use *speak with dead* on Olwain, he is belligerent and tells the characters they have no idea about the power of Nesbit Gath and his companions. His companions will seek vengeance upon the adventurers for slaying him.



PART 5. REPORTING BACK TO ALIANA MATHNIR

With Olwain and Skamos slain or retreated from their base of operations, the threat to the hamlets is defeated. When the characters bring that news to Aliana Mathnir in Elmwood, she will congratulate them and dutifully give over their pay. When asked about Northkeep and told that this threat was only two of the seven evil adventurers, Aliana Mathnir promises to look into it and let the characters know what she finds out.

If the characters fought all three sets of bandits, she additionally hosts a feast in their honor with the Elmwood Council.

Similarly, if the characters return the wagon to the inhabitants of Mercy Hill, they are thanked and gain the **Friends of Mercy Hill** story award.

Rewards

Make sure 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.

Experience (Min/Max XP: 4,500/6,500)

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 are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Skamos (Fire Giant)	5,000
Olwain (Warlock of the Fiend)	2,900
Hell hound	700
Bugbear	200
Bugbear Chief	700
Hobgoblin Captain	700
Orog	450
Orc Blade of Ilneval	1,100
Priest	450
Cult Fanatic	450
Glabrezu	5,000

Non-Combat Awards

Task or Accomplishment	XP Per Char
Each hamlet investigated	600
Clearing out all potential bandit hideouts	600

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Aliana Mathnir's Reward	800
Aliana Mathnir's bonus	200
Mercy Hill Wagon Return	100
Treasure on the Boats	1,000
Gems in the Statues to Skamos & Olwain	1,000

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 according to a system detailed in the D&D Adventurers League Dungeon Master's Guide.

Portable Hole

Wondrous Item, rare

This black cloth unfolds into a cavernous hole full of rotting meat perfect for feeding hell hounds. Its owner can spend 10 downtime days to get the rotting meat and the stench out of the fabric. A description of this item can be found in Handout 6.

Player Rewards

For completing this mission, the characters earn downtime and renown as described in the D&D Adventurers League Dungeon Master's Guide (ALDMG).

Story Award

The characters have the opportunity to earn the following story award:

Friends of Tenebrosus – if the characters had a substantially positive interaction with the tiefling Tenebrosus, then give the characters this story reward. Consequences will be detailed in a future Baldman Games Elmwood adventure.

Friend of Mercy Hill - for returning the wagon to the fledgling community of former cultists, escaped gladiatorial slaves, and reformed ruffians trying to make amends, you have their thanks. Provided that you work at least 2 hours a day in their farms and do not ask questions about their past lives and transgressions, you may enjoy low lifestyle for free while staying there.

Renown

Each character gains 1 renown for successfully completing the adventure.

If the adventurers cleared out all three bandit hideouts, they gain an additional point of renown for clearing the area of dangerous humanoids.

DM Rewards

In exchange for running this adventure, you earn DM Rewards as described in the D&D Adventurers League Dungeon Master's Guide (ALDMG).

Appendix: NPC / Monster Statistics

Bloodculler's Grotto

Bugbear

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

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

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Bugbear Chief

Medium humanoid (goblinoid), chaotic evil

Armor Class 17 (chain shirt, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Intimidation +2, Stealth +6, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 3 (700 XP)

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

Heart of Hruggkek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two melee attacks.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

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 in melee or 6 (1d6 + 3) piercing damage at range.

Cutpurse's Retreat

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Hobgoblin Captain

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 55 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

Deserter's Cove

Orog

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

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

Actions

Multiattack. The orog makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Orc Blade of Ilneval

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3

Skills Perception +3, Insight +3, Intimidation +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 4 (1,100 XP)

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

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a longsword attack (included in the attack).

Actions

Multiattack. The orc makes two melee attacks with its longsword or two ranged attacks with its javelins. If Ilneval's Command is available to use, the orc can use it after these attacks.

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

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

Ilneval's Command (Recharge 4-6). Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.

Fresh Meat

Skamos (Fire Giant)

Huge Humanoid (tiefling), chaotic evil

Armor Class 18 (plate)

Hit Points 162 (13d12 + 78)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics + 11, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant

Challenge 9 (5,000 XP)

Actions

Multiattack. Skamos makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. Hit: 28 (6d6 + 7) slashing damage.

Eldritch Blast. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) force damage.

Reactions

Hellish Rebuke. Once per day, Skamos can cast the hellish rebuke spell as a second level spell, DC 13 dexterity save or suffer 2d10 fire damage on a failed save or half as much damage on a successful save.

Olwain (Warlock of the Fiend)

Medium humanoid (Elf), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Persuasion +7, Religion +4

Damage Resistances slashing damage from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 11

Languages any two languages (usually Abyssal or Infernal)

Challenge 7 (2,900 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *alter self, false life, levitate* (self only), *mage armor* (self only), *silent image*

1/day each: *feblemind, finger of death, plane shift*

Spellcasting. The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, fire bolt, friends, mage hand, minor illusion, prestidigitation, shocking grasp*

1st-5th level (4 5th-level slots): *banishment, fireball, flame strike, fly, greater invisibility, hellish rebuke, scorching ray, scrying, stinking cloud, suggestion, wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Fey Ancestry. Olwain has advantage on saving throws against being charmed, and magic cannot put it to sleep.

Actions

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

Hell Hound

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

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

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Caves

Orog

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

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

Actions

Multiattack. The orog makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Orc Blade of Ilneval

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3

Skills Perception +3, Insight +3, Intimidation +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 4 (1,100 XP)

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

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a longsword attack (included in the attack).

Actions

Multiattack. The orc makes two melee attacks with its longsword or two ranged attacks with its javelins. If Ilneval's Command is available to use, the orc can use it after these attacks.

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

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

Ilneval's Command (Recharge 4-6). Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.

Dwarf Priest

Medium humanoid (Dwarf), any alignment

Armor Class 13 (chain shirt)

Hit Points 33 (5d8 + 6)

Speed 25 ft.

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

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

Senses darkvision 60 ft., passive Perception 13

Languages Dwarven, common, infernal

Challenge 2 (450 XP)

Dwarven Resilience. The priest has advantage on saving throws against poison, and resistance against poison damage.

Dwarven Toughness. The priest's hit point maximum increases by 1, and it increases by 1 per hit die (already accounted for).

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

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

- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
- 2nd level (3 slots): *lesser restoration, spiritual weapon*
- 3rd level (2 slots): *dispel magic, spirit guardians*

Actions

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

Drow Cult Fanatic

Medium Drow, any non-good alignment

Armor Class 14 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	15 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses darkvision 120 ft., passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Fey Ancestry. The cult fanatic has advantage on saving throws against being charmed, and magic can't put the cult fanatic to sleep.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when the fanatic, the target of the fanatic's attack, or whatever the fanatic is trying to perceive is in direct sunlight.

Drow Magic. The fanatic knows the dancing light cantrip, as well as the spells faerie fire and darkness. Charisma is the fanatic's spellcasting ability for these spells.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

- Cantrips (at will): light, sacred flame, thaumaturgy
- 1st level (4 slots): command, inflict wounds, shield of faith
- 2nd level (3 slots): hold person, spiritual weapon

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 5 (1d4 + 3) piercing damage.

Cultist

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

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

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

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

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

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

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

Actions

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

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

Skamos (Fire Giant)

Huge Humanoid (tiefling), chaotic evil

Armor Class 18 (plate)

Hit Points 162 (13d12 + 78)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics + 11, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant

Challenge 9 (5,000 XP)

Actions

Multiattack. Skamos makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. Hit: 28 (6d6 + 7) slashing damage.

Eldritch Blast. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) force damage.

Reactions

Hellish Rebuke. Once per day, Skamos can cast the hellish rebuke spell as a second level spell, DC 13 dexterity save or suffer 2d10 fire damage on a failed save or half as much damage on a successful save.

Olwain (Warlock of the Fiend)

Medium humanoid (Elf), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Persuasion +7, Religion +4

Damage Resistances slashing damage from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 11

Languages any two languages (usually Abyssal or Infernal)

Challenge 7 (2,900 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *alter self, false life, levitate* (self only), *mage armor* (self only), *silent image*

1/day each: *feblemind, finger of death, plane shift*

Spellcasting. The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, fire bolt, friends, mage hand, minor illusion, prestidigitation, shocking grasp*

1st-5th level (4 5th-level slots): *banishment, fireball, flame strike, fly, greater invisibility, hellish rebuke, scorching ray, scrying, stinking cloud, suggestion, wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Fey Ancestry. Olwain has advantage on saving throws against being charmed, and magic cannot put it to sleep.

Actions

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

Hell Hound

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

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

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Glabrezu

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Saving Throws Str +9, Con +9, Wis +7, Cha +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120ft., passive Perception 13

Languages Abyssal, telepathy 120ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

At will: darkness, detect magic, dispel magic

1/day each: confusion, fly, power word stun

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

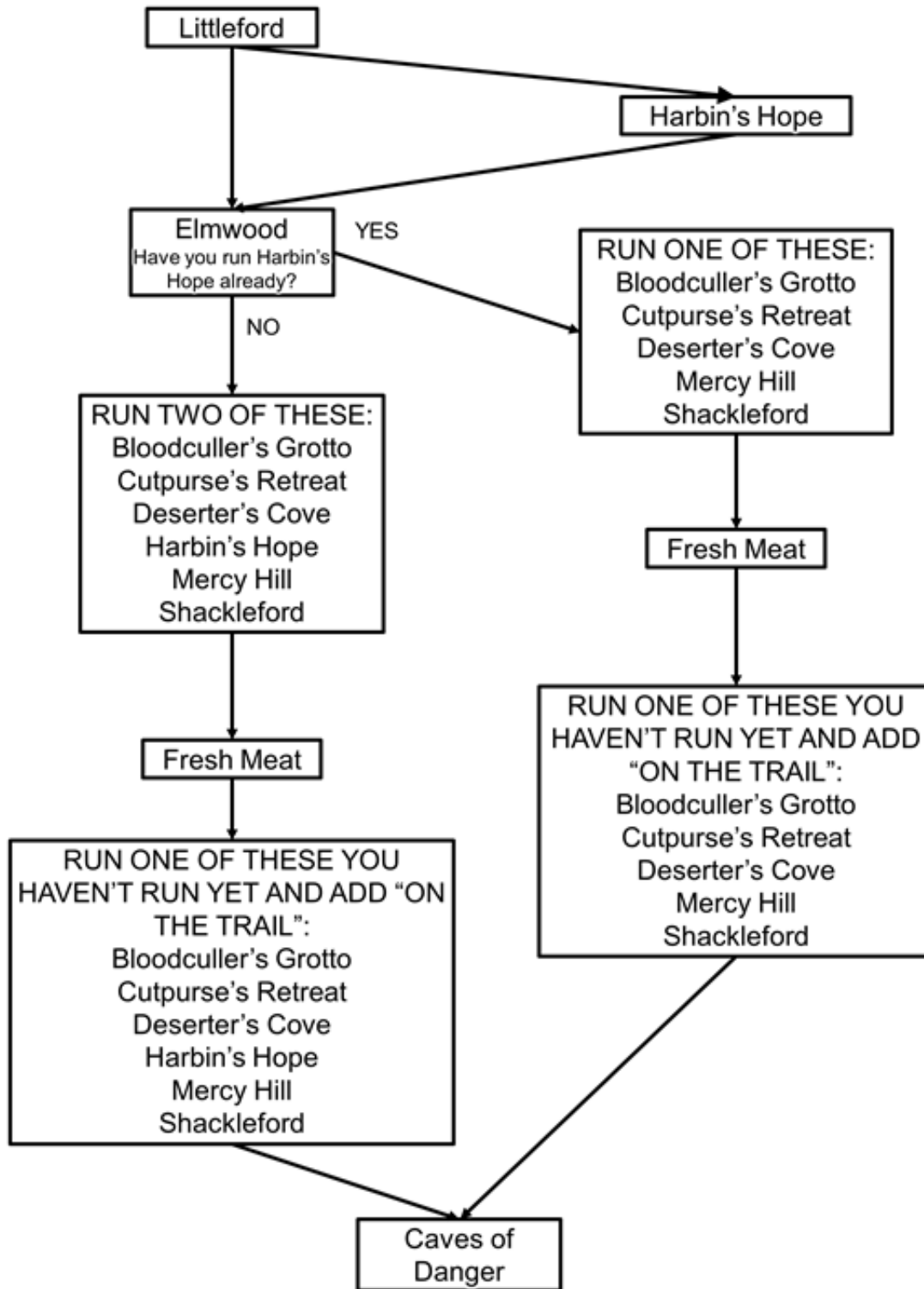
Actions

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

Appendix 1: Flow Chart



Appendix 2: Help! I've been Plane Shifted! What do I do?!

This is from the Tomb of Annihilation FAQ. If the D&D Adventurer's League has more current guidance that replaces this, then follow that guidance.

If your character has been plane shifted (or otherwise knocked about to a plane other than the Material) here's the secret for getting home without getting lost or otherwise killed:

Scenario 1. If a) they can cast a spell that allows travel to a plane of their choice, they b) have any necessary components for doing so (I'm looking at you, characters that can cast plane shift but don't have a fork tuned to Faerûn), and c) currently have that spell prepared, then they may do so on their next turn. They return to a location of your choosing—maybe slightly singed, wet, upside down, or of an unusual shade of wrong—but at a place of your choosing nonetheless.

Scenario 2. If a) is true, but either b) or c) is false, you may spend 1 downtime day preparing the spell, attuning the fork, or otherwise mustering components, and cast it the following day (after paying lifestyle costs as normal and any appropriate costs for any material components if you weren't smart enough to pack the appropriate planar fork).

Scenario 3. If your character lacks the ability to cast the spell at all, they are faced with the monumental (and slightly embarrassing) task of "walking" home. That is, your character wanders randomly throughout the planes until they happen to make it back to Faerûn, spending 50 downtime days (paying associated lifestyle costs as normal) in the process.

Appendix

Elmwood at a Glance

DMs can use this information as needed to help flesh out encounters in Elmwood proper.

Population. Approximately 1,500 and growing.

Races. Humans are the most numerous demographic (50%). Elves (15%) and half-elves (25%) are the most common nonhumans.

Alignment. Elmwood tends toward lawful (as influenced by Mulmaster) and towards neutral.

	LAW	NEUTRAL	CHAOS
GOOD	8%	31%	8%
NEUTRAL	18%	18%	0%
EVIL	10%	7%	0%

History of Elmwood - Elmwood is an old town which was founded 1,300 years ago. It has no valuable natural resources worth stealing (like gems or precious metals). The long history of the town is both peaceful and boring. They have been exporting fish and fine elm wood to Mulmaster for centuries. As Mulmaster grew in size and might, Elmwood became a vassal of the “City of Danger”. The nobility of Mulmaster (particularly the Culkin family) bought some of the land and began to manage it directly. About two years ago. The Cult of the Eternal Flame accidentally detonated a devastation orb in Elmwood. When the orb detonated, it created a 1-mile-wide area of intense, extreme dry heat for a full day. Wildfires started within the first hour. Anyone who didn’t flee was caught in the fires. For the next hellish day, people tried to save what they could from the burning. Most of the population was killed, and the vegetation and buildings were burned.

Elmwood Today - In the wake of “The Burning,” Elmwood was destroyed, but the survivors decided to rebuild. Since then, houses and inns and industries have been rebuilt, and the land cleared by the Burning has been turned into a patchwork of farms. The area is alive with the sound of hammering all day as new buildings are built.

The various disasters happening around the Moonsea in Phlan, Hillsfar, Mulmaster, and the Underdark have led to a refugee crisis in the area – but Elmwood needs people! The unstated policy is that anyone is welcome, as long as they are willing to keep the peace and work the land.

Culture - Crime is relatively rare, due, to the Order of the Gauntlet and the Lords’ Alliance lending their influence and manpower to peacekeeping in Elmwood. There is also a strong social pressure for everyone to do their part for the common good because the memories of the Burning are still fresh.

There is friction between the survivors and the refugees. The survivors are having to process their whole social order changing. While the survivors are sometimes not good hosts, the refugees are sometimes not good guests.

Climate - Like the rest of the Moonsea region, Elmwood is quite cool (consider the climate to be similar to Montreal, Canada). Elmwood is cool in the summer (highs about 70°F, 20°C) and cold in the winter (highs around 20°F, -6°C).

Economy - Elmwood exports timber and fish and there is a small merchant fleet that calls Elmwood home. While Elmwood now produces some crops, meat, and dairy, they still must import food until agricultural production becomes self-sustaining. Goats and sheep do well in Elmwood, as they are small enough to be herded into barns during the long cold winter. Industry in Elmwood is starting to grow given the need to rebuild. Any complex specialty items must be purchased in Mulmaster.

Government - Elmwood has never been big enough to have much of a formal system of government. In the past, a constable was chosen by popular assent. Given that the rebuilding is a much larger effort, Elmwood has expanded its government services. The constable has appointed six deputies. These officials can arrest lawbreakers, as well as assemble and lead a militia.

Organizations

Refugee Groups - There are semi-organized groups of Phlan, Hillsfar, and Drow refugees.

Survivors - The Elmwood survivors tend to stick together.

Elmwood Council - The Council meets every week or so. The Elmwood council consists of: Aliana Mathnir (Constable), Alksuth Cork (Head of Sailfollowers), Aranda Fletcher (Head of Greenstriders), Drake Holmstrumph (Leader of the Survivors), Kala Namak (Deputy, Leader of Hillsfar Refugees), Larissa Aerasumé (Priestess of Selûne), Nils Sankt (Priest of Bane), Shayad (Priestess of Chauntea), Thyra Stoneshoulders (Leader of Phlan Refugees), and Yao Seiju (Head of the Shield Trading Company).

Greenstriders - The Greenstriders are a semi-official professional organization of foresters and scouts that cooperate with each other to bring in timber.

Sailfollowers - The Sailfollowers are a tightly organized group of shipping captains, fishers and sailors. They bargain as a group to make sure shipping deals are handled fairly and to prevent arguments over fishing grounds.

Semyon and Daughters Bank - This bank has underwritten most of the loans in Elmwood, so it's in their best interest to see that the town is protected, well managed, and prosperous so people can pay back those loans.

Shield Trading Company - This is a small merchant house that has opened up a warehouse, an inn, and a trade office in Elmwood to capitalize on trade in the area.

The Factions

The Harpers - want to make sure the refugees are not abused and are not cultists of the dragon or elemental evil, or mad. The contact for the Harpers is Ragnir Nejit, the innkeep of the Silvery Gem.

The Order of the Gauntlet - has two major goals. The first is to check the influence of the Church of Bane and to promote justice and peace in Elmwood during the rebuilding. The faction contact for the Order of the Gauntlet is Granthar Copperhelm who runs the local shrine to Tempus.

The Emerald Enclave - is making sure that the farms are set up appropriately, and that people aren't taking too much timber from the forest for rebuilding. Rogon Stragoth is the official faction contact. The druids circle in the Grove of Eldath is very friendly with the Emerald Enclave.

The Lords' Alliance - want to boost trade and security so that the area is peaceful and prosperous. Norin Steelstrike is the faction contact for the Lords' Alliance. She works at the Shield Trading Company.

The Zhentarim - are making money and gaining influence over important people in the area. The banker from Semyon and Daughters - Fiorei Semyon - is the faction contact for the Zhentarim.

Important Locations

Elmwood Hall - is a new, sturdy two-story building made out of elmwood. The downstairs hosts the offices for the city officials. The upstairs is the Constable's office and home.

The Grove of Eldath - was a shelter during the Burning, and the survivors are grateful to the druids there. The grove itself was mostly burned to the ground, except for thirteen giant elm trees.

Karsure's Axelworks and Smithy - produces fine elmwood: wagons, carriages, wheels, and various metalwork (but not weapons). The smith can silver weapons for normal costs.

The Last Book Boardinghouse (poor 2 sp/day) - is a ramshackle mansion that was not burned entirely to the ground, and has been partially repaired. The rooms are very basic, but they're clean. The boardinghouse does not serve food.

Moline's Sundries and Equipment - sells adventuring gear, weapons and armor in the Players Handbook worth less than 100 GP. A variety of goods is displayed through the front windows.

Oghma's Ointments and Unguents - is run by the only apothecary in town. It sells alchemist's supplies and other reasonable alchemy and herbalism items.

The Phoenix House (wealthy 4 gp/day) - is a large public house and inn that is elaborately and expensively furnished. It caters to adventurers. There are a few conference rooms as well as a well-stocked wine cellar and extensive hot baths.

The Phoenix Monument - is a memorial marker for all of the people who died in the Burning. It is a large fountain with a golden phoenix rising from ashes lit by continual flame spells.

The Refugee Barracks (squalid, 1 sp/day) - is where refugees can live for free. The cost is paid by taxes on the other citizens of Elmwood.

The Shield Trading Company - is a trading house along the docks.

The Shrine to Tempus - is a small military field camp and open pavilion.

The Sign of the Shield (aristocratic, 10 gp/day) - is the finest inn in Elmwood. It is owned by Shield Trading Company and is mainly used for their business.

The Silvery Gem Inn (modest 1 gp/day) - is comfortable, friendly, and has really delicious cabbage soup. It is the official central meeting place for the Phlan refugees.

Stone's Dwarf Inn (comfortable 2 gp/day) - is a whimsical inn run by a gnome illusionist. Children go to school there in the mornings. There is a very lifelike stone dwarf in the front yard.

The Temple of Chauntea "The Bounty of the Goddess" - contains a large structure and elaborate gardens. Many farmers and ranchers are adherents of Chauntea.

The Temple of Selûne "The Path of Silver Light" - is the center of faith in Elmwood, and the oldest religious faith in town. The prior temple was destroyed in the burning, and rebuilt with help from the elves. Many survivors and elves pay their respects here.

The Temple of Bane “The Black Lord’s Fist” - is newly built by philanthropists from Mulmaster. Given that this is the official faith of Mulmaster, the Temple is very important in Elmwood.

The Wayfarer’s Rest Tavern (modest 1 gp/day) - is a modestly priced inn that caters to the docks area in specific. Ship captains and officers stay here.

Elmwood Council

Aliana Mathnir, Constable – LN female human Veteran. Brown hair, blue eyes, brown skin. Aliana is more interested in the greater good than in penalizing every small infraction. She likes to keep a neat and efficiently running town. She is friendly and honest. Likely at Elmwood Hall.

Alksuth Cork, Head of Sailfollowers – CG male human Bandit Captain. Bald head, gray eyes, brown skin. Alksuth has a sharp wit and a booming voice. He’s gregarious, if somewhat ill-tempered. He likes to ask a lot of questions and see what makes people tick. Likely at the docks.

Aranda Fletcher, Head of the Greenstriders – NG female half elf Scout. Blond hair, brown eyes, golden skin. Aranda looks out for others but only if they are willing to help themselves. Likely at Wayfarer’s Rest Inn.

Drake Holmstrumph, Leader of the Survivors – NE male human Guard. Gray hair, dark eyes, brown skin. Drake is suspicious of anyone who’s not a survivor of the Burning, and comes off as rather cold until you get to know him. Likely at the docks.

Kala Namak, Deputy, Leader of Hillsfar Refugees – LE female dragonborn Knight. Purple eyes, black scales. She is patient, thoughtful, and cunning. She uses her reputation and position as a shield and is more likely to threaten her way into finding what she wants/needs. Likely at Elmwood Hall.

Larissa Aerasumé, Cleric of Selûne – NG female half elf Cleric 9. Black hair, blue eyes, black skin. Larissa is a calm and thoughtful woman. She has a penchant for seeing all parts of life, the good and the bad, as part of Selûne’s divine plan. Likely at The Path of Silver Light temple to Selûne.

Nils Sankt, Cleric of Bane – LE male human Cleric 9. Bald head, blue eyes, white skin. Nils is quite cranky about being old. He remembers better days and likes to tell people about how it used to be. He will argue about almost anything. Likely at The Black Lord’s Fist temple to Bane.

Shayad, Cleric of Chauntea – NG female half orc Cleric -9. Brown hair, green eyes, gray skin. Shayad is calm and peaceful woman. She reacts poorly to those who make comments disrespectful of her heritage. She is a pacifist at heart and will

try to dissuade others from violence if possible. Likely at The Bounty of the Goddess temple to Chauntea.

Thyra Stoneshoulders, Leader of Phlan Refugees – LN female dwarf Guard. Red hair, brown eyes, rosy skin. Thyra is professional and warm as a barkeep, and enjoys getting drawn into philosophical conversations. Likely at the Silvery Gem Inn.

Yao Seiju, Local Leader of the Shield Trading Company – LE male half elf Noble. Black hair, brown eyes, golden skin. Yao Seiju is a calculating man that likes to live the luxurious life. He is willing to make a deal on most anything as long as he can get the better end of it. Likely at the Shield Trading Company.

Faction Contacts

Ragnir Nejit, Harpers – NG male dragonborn Knight. White eyes and white scales. He is extremely secretive and serious about Harper business. He owes his life to the Harpers for rescuing him from the Hillsfar arena. Ragnir is a no nonsense kind of guy. He knows the lay of the land and so he expects to get what he deserves. He doesn’t want to see anyone hurt, but a little cut or bruise is just a learning experience. Likely at the Silvery Gem Inn.

Granthar Copperhelm, Priestess of Tempus, Order of the Gauntlet – N female dwarf Priest. Black hair, brown eyes, brown skin. She’s a gruff soldier, formerly from Phlan, but has taken well to being a leader and protector in Elmwood. Likely at the Shrine to Tempus.

Rogon Stragoth, Emerald Enclave – N male half orc Scout. Brown hair, brown eyes, gray skin. He works closely with Shevarra Dyernina and the other druids in Eldath’s grove as well. Rogon is very secretive with his association with the Emerald Enclave. Rogon does not put up with racial hatred – he got enough of that in Hillsfar to last him his whole life. Likely at his ranch or out in the forest.

Norin Steelstrike, Lord’s Alliance – LN female dwarf Spy. Brown hair, black eyes, copper skin. She keeps this work completely separate from the Shield Trading Company and takes her responsibilities deadly seriously. Norin is inquisitive and asks questions whenever she thinks it is appropriate. Likely at the Shield Trading Company.

Fiorei Semyon, Zhentarim – LE female human Noble. Black hair, dark eyes, mahogany skin. The rest of Semyon and Daughters doesn’t know that she’s in bed with the Black Network, so she’s extremely circumspect with her dealings for faction business. Fiorei thinks before she speaks, and has a “can do” attitude. Of course, she always makes sure that the things that get done benefit Semyon and Daughters. Likely at the Sign of the Shield.

Handout 1 – Adventure Hooks

Elmwood Needs Help - Constable Aliana Mathnir has put out a call that has reached as far as Elventree and Hillsfar, that Elmwood seeks assistance solving disappearances and raids on the surrounding hamlets. You are just approaching the village of Littleford on your way to Elmwood.

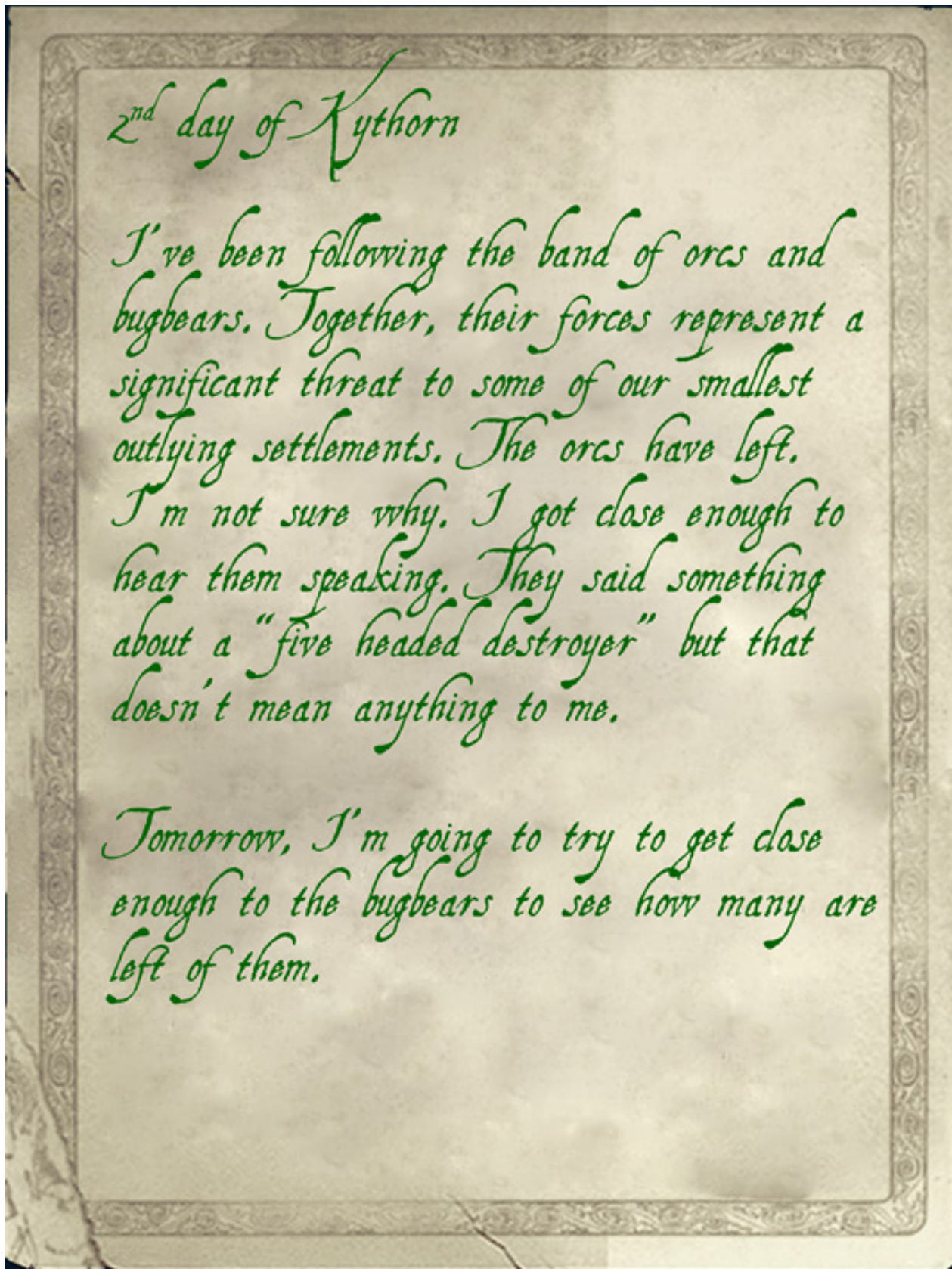
Investigating Strange Events - You've heard rumors of a cold, chill, evil fog rolling in from the Moonsea. There are rumors in Phlan and other places around the Quivering Forest that say this mist is the result of a place of great evil touching Faerûn. You have chosen to investigate these rumors and are approaching the Hamlet of Littleford on the way to Elmwood, the local hub of activity

Handout 2 – Mathnir’s Map



Handout 3 - Ragged Journal

This used to be a fine deerskin journal with pages in exquisitely crafted paper. The bugbears have been tearing out pages for unmentionable purposes



Handout 4 – Cultist Journal

Hidden under a pillow in the cultist chamber is a small tattered journal. The most recent entries are nothing but gibberish. The last readable entry says:

To think I called the people of Mercy Hill brothers and sisters! Such filth and cowards to turn away from power and majesty!
I knew the dreams were true! The vestiges have returned, and such power flows through their veins that the gift of a glimpse of it makes my soul sing and brings tears to my eyes. Olwain and the god Seriach have spoken to us, told us of the prison of amber, and that many other gods await. We need only to show loyalty and prove ourselves, and when the time is right, together with the great Nesbit Gath, they will take the best among us back to the land of the mists to free the other gods. Me! A liberator of gods! To think, such infinite power and wisdom awaits only my flesh to welcome it from its slumber. All I am and all I can be yearns for such a responsibility and such a gift!

Handout 5 – A Letter from Nesbit Gath

Amid the items on the desk is a thin piece of water-stained paper, which reads:

Skamos,

You and Olwain have had time enough alone to strengthen your powers and scavenge supplies. My erstwhile teacher, Akempus, has opened paths for me I could have never imagined. We're ready to face that stage charlatan Tyrane Epaline. What a foolish woman, how dare she think she can stand in our way!

Patrin is helping me and stays watchful against the lich. Old habits die hard in paladins! Ha! Lathai is out keeping watch for more problems. I haven't seen the Countess; if you see her, beg her to come with us. Alfred is looking into her whereabouts as well.

Join me at Northkeep. I will bid Akempus open the barriers for you. Together, nothing can stand before our might. The masters of Faerun will fall just as Strahd did before us.

Nesbit Gath

Handout 6 - Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

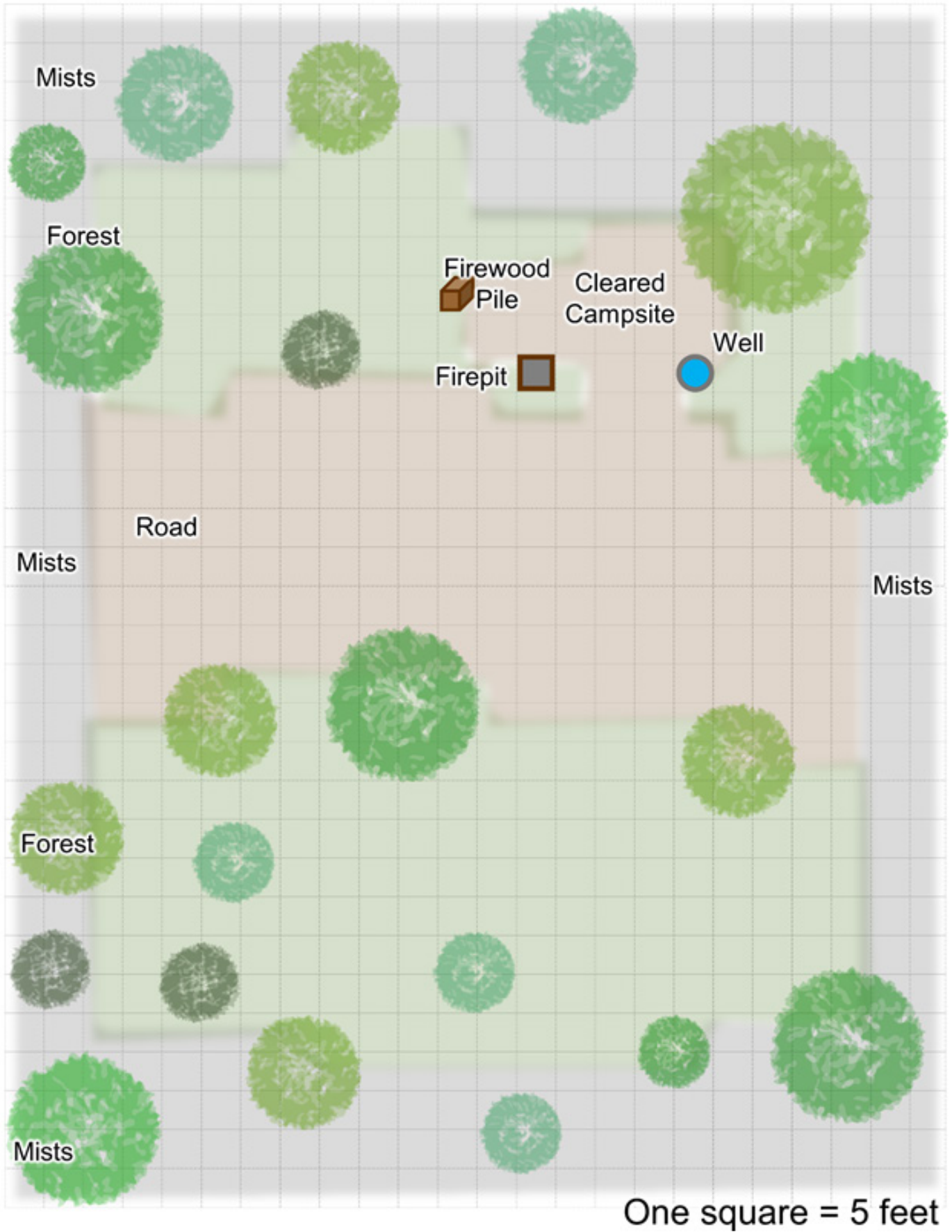
Portable Hole

Wondrous Item, rare

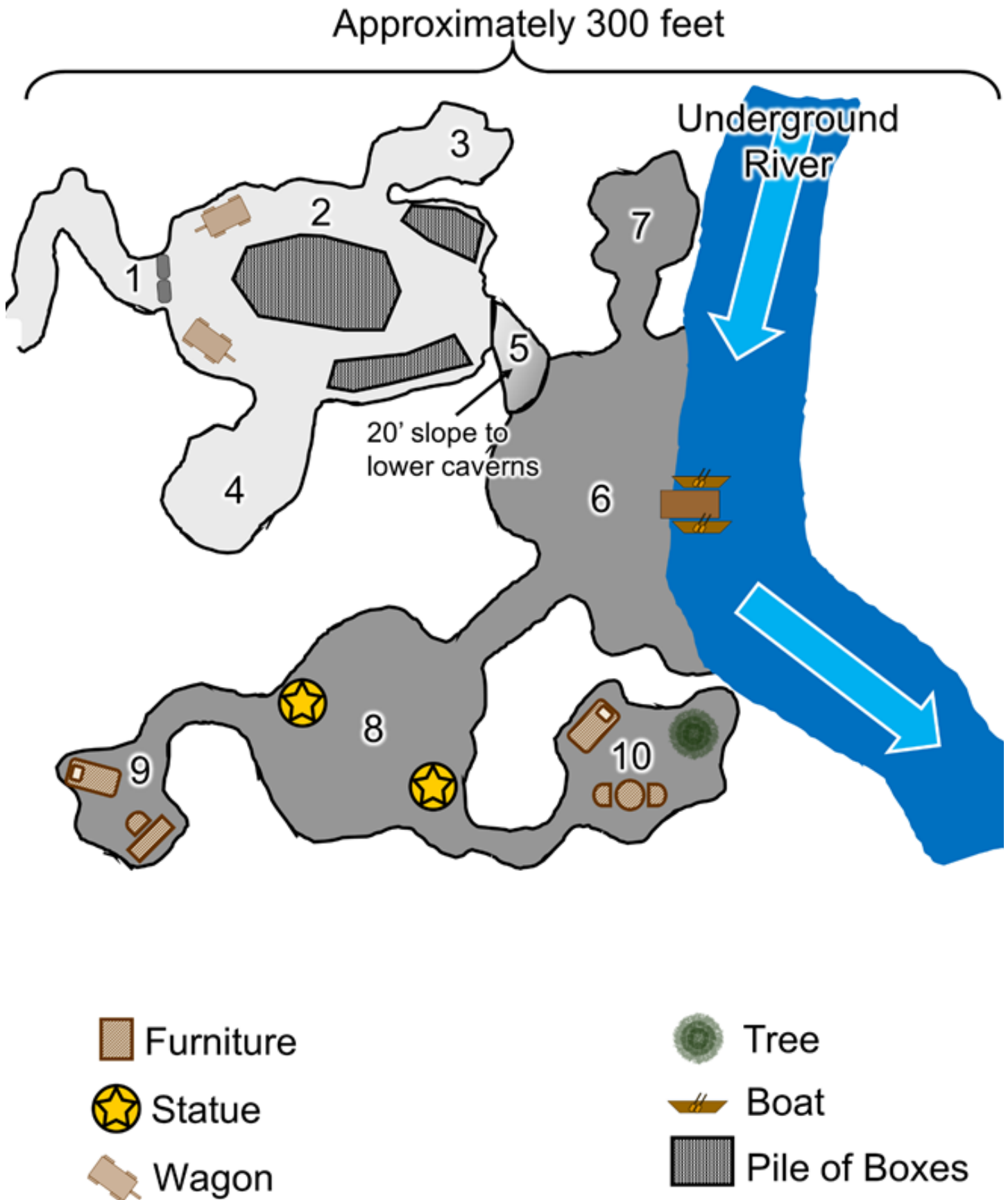
This black cloth unfolds into a cavernous hole full of rotting meat perfect for feeding hell hounds. Its owner can spend 10 downtime days to get the rotting meat and the stench out of the fabric.

This item can be found in the *Dungeon Master's Guide*.

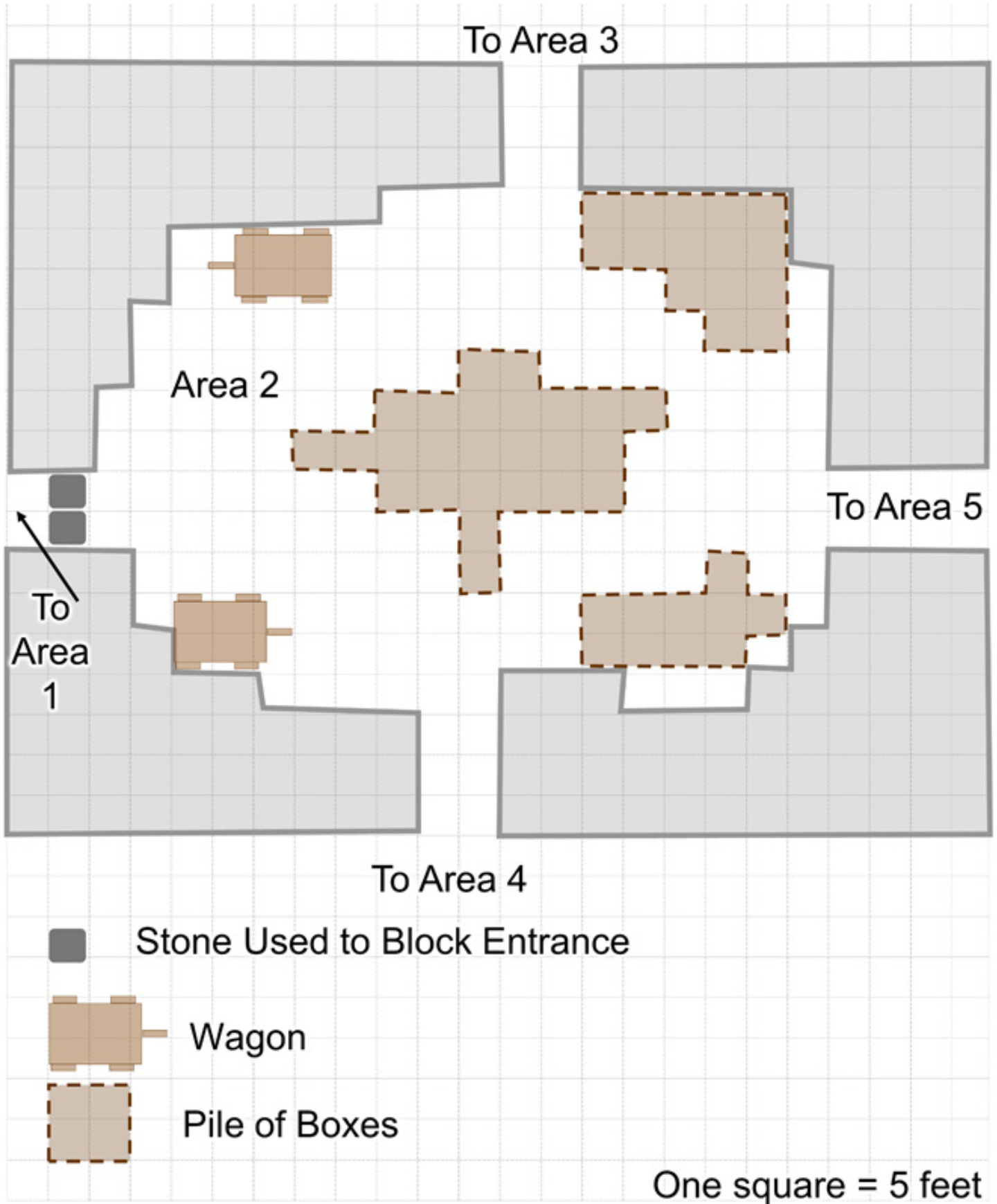
Map: Fresh Meat



Map: Caves of Danger (Overview)



Map: Caves of Danger Area 2



Map: Caves of Danger Area 6

