



The Frostbane Gardens

CCC-DWB-GNA-1

A portal to the feywild has been created in the icy wastes of Stygia. This cannot be!

A Four Hour Adventure for Tier Two Characters. Optimized for APL 8

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CCC-DWB-TFG-I *The Frostbane Gardens v.1.4*

Adventure Primer

This adventure is designed for **three to seven 5th to 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.

This adventure occurs on the fifth layer of the nine hells: Stygia.

Background

In the last tenday an archdruid that was banished to this realm, under the instruction of a Fey Dragon named Misty, began experimenting with creating a portal to escape Stygia. Misty tricked the Archdruid and now the portal cannot be closed. The lord of Stygia, Levistus, has been tasked by Asmodeus with ending this threat without leaving his cell.

Overview

The adventure's story is spread over **three parts** and takes approximately **2 hours** to play. The adventure begins with a Call to Action scene. If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Part 1: A Deal with a Frigid Ruler.** The adventurers are summoned to the Tomb of Levistus and given the task of eliminating a threat to the Nine Hells.
- **Part 2: Lost in the forest.** The adventurers arrive at the area near the portal and must now make their way through a dense jungle to the portal itself. As they traverse this jungle, the adventurers must battle the jungle itself as it attempts to stop the adventurers.
- **Part 3 A Druid's Decision.** Upon reaching the portal, the players must deal with the archdruid and his allies before attempting to seal the out of control portal

Adventure Hooks

Adventure Hook 1. One of the adventures could have been trapped on this level of the nine hells and look to this as a way to escape

Adventure Hook 2. The players may wish to curry favor with Levistus or Asmodeus in exchange for their help.

Adventure Flowchart

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



Part 1: A Deal with a Frigid Ruler

Estimated Duration: 15 minutes

Call to Action

The adventurers have been brought to the **Tomb of Levistus** and dragged before a gigantic icy cage.

The icy cage is dark and impossible to see inside but a large presence can be felt inside. Within the darkness of the icy cage a low exhausted sigh emits, "Good, you have arrived. Forgive me if I dispose with the pleasantries. I have a time sensitive situation that needs attention."

The entity that the adventurers are speaking with is **Levistus**. He doesn't waste words and gets straight to the point:

- Less than 1 week ago, a misguided archdruid opened a portal to the feywild which Levistus states should be impossible.
- This impossible portal is creating a dangerous instability in the fabric of the Nine Hells and it needs to be sealed before it spreads. He claims only he has the power to repair the instability but he is forbidden by Asmodeus from leaving this cage.
- To that end, Levistus provides a small blue crystal to the adventurers saying that this will lead them to the portal and that they need to put that crystal into the opening and he will be able to seal the rift.
- He explains he has sent others before this current party that have all failed; it seems a jungle grew up from the icy wastes to defend the portal.
- If asked who was sent, Levistus claims he sent a mercenary beholder named **Thairdus** (Th-Air-Dus), a Hill Giant

named **Blunder** and their band of mercenaries to secure the portal entrance.

- He asks his servants around the cage to give the group any equipment they may need (any mundane item from the PHB) and to outfit them with cold weather clothing.
- He explains that one of his followers has created a teleportation circle at the edge of the affected area and he will have them sent there.

When the adventurers are ready to head out, one of the warlocks surrounding the cages hands the party a bag containing two *Potions of Poison Resistance* before he teleports the adventurers to the edge of the jungle.

Part 2: Lost in the Woods

The adventurers teleport to the affected area.

You arrive at a scene awash in contradictions. To one side a dense jungle to rival Chult and to the other a frozen wasteland where nothing can grow.

Scene A: Into the Jungle

As the adventurers enter the jungle, the stone begins to glow leading the forward.

Area Information

The area has the following features.

Terrain. The jungle is very thick requiring a DC 10 group Athletics check to push through or an attack roll (AC 5) to cut through. The canopy is 40ft high and thick enough that it prevents any attempt to see or reach the portal from the air. The entire area is Difficult Terrain.

Lighting. The jungle glows phosphorescent light as bright as daylight despite the canopy. The light also creates an intense heat that is oppressive. For every 2 hours spent in the jungle, the adventurers (that do not have fire resistance/immunity) must make a DC 12 Constitution Save or gain a level of exhaustion. Wearing cold weather clothing provides disadvantage on this check.

Jungle Denizens. As the adventurers journey through the jungle they have two random encounters from the list below:

Adjusting The Scene:

Very Weak/Weak: Remove 1 Random Encounter

Strong/Very Strong: add a 3rd random encounter

<i>Roll 1d4</i>	<i>Encounter</i>
Mantrap Enclosure	The adventurers encounter four Mantraps on <i>Map B</i> .
A Vine Ambush	The adventurers encounter one Assassin Vine and two Vine Blights on <i>Map A</i> .
Fungal Fun	The adventurers encounter five Gas Spores and eight Violet Fungi on <i>Map A</i> .
Sticky Hunting Party	The adventurers encounter three Thornies and six Needle Blights on <i>Map B</i> .

Jungle Hazards. Each map contains a unique hazard.

Map A: A field of razorvine fills an area of 10ft around each tree. When a player moves into the affected area they must make a DC 13 Dexterity save or take 2d4 slashing damage, half as much on a save.

Map B: The trees radiate with the power of the feywild. When a spell other than a cantrip is cast roll for an effect as if a wild magic surge occurred.

After the random encounters, the adventurers reach Deadman's Grove

Scene B: Deadman's Grove

The adventurers breach the thicket and see the fate of the original force that Levistus sent.

As the party enters an eerily quiet clearing you can see a vine covered stone arch in the center. As you near you observe a faint glow just past the next tree line.

Before you can proceed a massive flowering plant lumbers from the jungle on the far side of the clearing. A small plant wrapped around the stone arch raises like an angry snake and shakes violently, raising a group of vine covered undead.

The group now bearing down on the adventurers consists of one **Yellow Musk Creeper**, one **Corpse Flower** (containing nine corpses), two **Yellow Musk Ogre Zombies** and one **Yellow Musk Beholder Zombie**.

Area Information

The area (Map C) has the following features.

Terrain. The clearing is 60ft long and 60 ft wide with a 10ft long and 10 ft high stone arch in the center.

Lighting. The jungle glows as bright as daylight despite the canopy. The light also creates an intense heat that is oppressive. For every two hours spent in the jungle, the adventurers (that do not have fire resistance/immunity) must make a DC 12 Constitution Save or gain a level of exhaustion. Wearing cold weather clothing provides disadvantage on this check.

Adjusting The Scene:

Very Weak: Remove the **Beholder Zombie** and 1 **Ogre Zombie**

Weak: Remove the **Beholder Zombie**

Strong: Add 1 **Ogre Zombie**

Very Strong: Add 1 **Beholder Zombie** and 1 **Corpse Flower**

After defeating the ambushers, the adventurers smash through the clearing and end up face to face with the portal.

Part 3: A Druid's Decision

Location A: The Center of the Jungle

After entering the center of the jungle, the adventurers see their goal:

As you enter into the heart of this fast growing jungle, you feel the surge of chaotic magic flowing around you. Across a field of rapidly growing vines, you see a gnome pacing and panicking in front of an erupting column of dimensional energy. The gnome screams into the air, "You said this would get me home!" As a howl of high pitched laughter echoes in response, you see a demonic looking Faerie Dragon begin to vanish. Between you and the portal, you see a desperate battle being waged between a large group of animated trees and a trio consisting of a hill giant and two ogres.

Standing between the adventurers and the portal are 10 **Awakened Trees** doing battle with a **Hill Giant** and 2 **Ogres**. The Gnome **Archdruid** stands by the portal.

Area Information

The area (Map D) has the following features.

Terrain. The field is 60ft long and 60ft wide with the portal on the far side. The entire area is difficult Terrain due to the rapidly growing Roots.

Lighting. The field glows as bright as daylight despite the canopy. The light also creates an intense heat that is oppressive. For every 2 hours spent in the jungle, the adventurers (that do not have fire resistance/immunity) must make a DC 12 Constitution Save or gain a level of exhaustion. Wearing cold weather clothing provides disadvantage on this check.

Creature Information

The Gnome **Archdruid** is named Tal and understands he has made a terrible mistake. He is struggling to maintain the portal and somehow calibrate it so he can escape.

Objectives & Goals. Tal is desperate to escape Stygia and sees the portal as his only escape.

What Do They Know? Tal can be persuaded to abandon the portal and cease attacking the party if he understands that the players have a way of neutralizing the portal (DC 15 Persuasion).

Running this Encounter

Unless he is attacked or the adventurers attempt to seal the portal, the **Archdruid** doesn't attack the adventurers. The **archdruid** has the spells: Foresight and Stoneskin already cast.

The **Awakened Trees** will move to block anyone from reaching the portal. The **Hill Giant** and **Ogres** continue to attack the trees and will ignore the adventurers unless they are attacked.

Once the adventurer with the crystal from Levistus reaches the portal combat ends abruptly, proceed to Wrap-Up.

Adjusting The Scene:

Very Weak: Remove 2 **Awakened Trees**

Weak: Remove 1 **Awakened Tree**

Strong: Add 1 **Awakened Tree**

Very Strong: Add 2 **Awakened Trees**

Wrap-Up

Once the adventurers place the crystal into the portal, the entire jungle and everything within it gets pulled into the portal and collapses it. The adventurers find themselves in the feywild with Tal the Archdruid. As they start to assess their situation, the adventurers hear a voice coming from the stone that followed them through the portal.

“Excellent, I was wise to choose your group to complete this task.” Levistus rasps from the crystal
“However, you all bear the dimensional energies of the broken portal so I was forced to ban you from my domain. Keep the crystal, it will bring good fortune in your future endeavors. For your sake, I pray we never meet as enemies. You are clearly valuable.” The crystal flashes with blue anger,
“Archdruid, send these people back from whence they came or my punishment for you will be much more severe!”

After that, Tal willingly (or reluctantly depending on the events of the last encounter) opens another gate to allow you to return home. (Note: if Tal died in the proceeding fight Levistus revives him, forcing him into his service). If Tal is asked how he created the portal, he replies that he didn't and it was the Faerie Dragon that created it and he only assisted.

Treasure

The now green crystal is a **Stone of Good Luck** which bears the symbol of Levistus on it.

Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Character Rewards

The characters earn the following rewards:

Advancement

Upon completing this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

Gold

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix B**:

- *Potion of Poison Resistance x2*
- *Stone of Good Luck*

Dungeon Master Rewards

For running this adventure, you gain a **DM Reward**. This reward can be redeemed for levels, magic items, and other season-themed things. See the Adventurers League DM Rewards document for more info.

Story Award

Banned: Stygia. The frozen, inhospitable wilderness of Stygia is home to many vile creatures as well as an uncountable number from the Material Plane. Desperate criminals and those condemned to death may pray to Levistus, the ruler of Stygia, for freedom; should he answer, they are transported here. For reasons known only to you and him, you are forever banned from setting foot within Stygia. Perhaps you redeemed too many souls, or maybe you were discovered to be in league with Geryon, the former ruler of this realm; regardless, Levistus has closed this layer of the Nine Hells to you. You can't participate in further adventures in this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Stygia.

Dramatis Personae

The following NPCs and locations feature prominently in this adventure.

Tal The Archdruid. A naïve gnome druid with more power than sense.

- **Personality:** This frozen realm is not my home.
- **Ideal:** Nature cannot be contained.
- **Bond:** My bond with nature strengthens me.
- **Flaw:** I will do anything to escape.

Creature Statistics

Corpse Flower

Large plant, chaotic evil

Armor Class 12

Hit Points 127 (15d10 + 45)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Condition Immunities blinded, deafened

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12

Languages-

Challenge 8 (3,900 XP)

Corpses. When first encountered, a corpse flower contains the corpses of 1d6 + 3 humanoids. A corpse flower can hold the remains of up to nine dead humanoids. These remains have total cover against attacks and other effects outside the corpse flower. If the corpse flower dies, the corpses within it can be pulled free.

While it has at least one humanoid corpse in its body, the corpse flower can use a bonus action to do one of the following:

- The corpse flower digests one humanoid corpse in its body and instantly regains 11 (2d10) hit points. Nothing of the digested body remains. Any equipment on the corpse is expelled from the corpse flower in its space.
- The corpse flower animates one dead humanoid in its body, turning it into a zombie. The zombie appears in an unoccupied space within 5 feet of the corpse flower and acts immediately after it in the initiative order. The zombie acts as an ally of the corpse flower but isn't under its control, and the flower's stench clings to it (see the Stench of Death trait). Spider Climb. The corpse flower can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stench of Death. Each creature that starts its turn within 10 feet of the corpse flower or one of its zombies must make a DC 14 Constitution saving throw, unless the creature is a construct or undead. On a failed save, the creature is incapacitated until the end of the turn. Creatures that are immune to poison damage or the poisoned condition automatically succeed on this saving

throw. On a successful save, the creature is immune to the stench of all corpse flowers for 24 hours.

Actions

Multiattack. The corpse flower makes three tentacle attacks.

Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or take 14 (4d6) poison damage.

Harvest the Dead. The corpse flower grabs one unsecured dead humanoid within 10 feet of it and stuffs the corpse into itself, along with any equipment the corpse is wearing or carrying. The remains can be used with the Corpses trait.

Treant

Huge plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
23 (+0)	8 (+2)	21 (+2)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

Actions

Multiattack. The treant makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Needle Blight

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	4 (-3)	8 (-1)	3 (-4)

Condition Immunities blinded, deafened

Senses blindsight 60ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

Actions

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

Needles. Ranged Weapon Attack: +3 to hit, range 30/60 ft., one target. Hit: 8 (2d6 + 1) piercing damage.

Gas Spore

Large plant, unaligned

Armor Class 5

Hit Points 1 (1d10 - 4)

Speed 0 ft., fly 10ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	1 (-5)	3 (-4)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities poison

Condition Immunities blinded, deafened, frightened, paralyzed, poisoned, prone

Senses blind sight 30ft. (blind beyond this radius), passive Perception 5

Languages -

Challenge 1/2 (100 XP)

Death Burst. The gas spore explodes when it drops to 0 hit points. Each creature within 20 feet of it must

succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease. Spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

Eerie Resemblance. The gas spore resembles a beholder. A creature that can see the gas spore can discern its true nature with a successful DC 15 Intelligence (Nature) check.

Actions

Touch. Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 poison damage, and the creature must succeed on a DC 10 Constitution saving throw or become infected with the disease described in the Death Burst trait.

Violet Fungus

Medium plant, unaligned

Armor Class 5

Hit Points 18 (4d8)

Speed 5 ft.

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

Condition Immunities blinded, deafened, frightened

Senses blindsight 30ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. Melee Weapon Attack: +2 to hit, reach 10ft., one creature. Hit: 4 (1d8) necrotic damage.

Beholder Zombie

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 0 ft., fly 20ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., Passive Perception 9

Languages understands Deep Speech and

Undercommon but

can't speak

Challenge 5 (1,800 XP)

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

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage.

Eye Ray. The zombie uses a random magical eye ray, choosing a target that it can see within 60 feet of it.

1. Paralyzing Ray. The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. Fear Ray. The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

3. Enervation Ray. The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

4. Disintegration Ray. If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller non magical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger non magical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

Ogre Zombie

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 2 (450 XP)

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

Actions

Morningstar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 1/4 (50 XP)

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

Actions

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

Awakened Tree

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages one language known by its creator

Challenge 2 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

Actions

Slam. Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage.

Tal The Archdruid

Small humanoid (Gnome), Chaotic Good

Armor Class 17 (Hide Armor)

Hit Points 132 (24d8 + 24)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+2)	14 (+2)	20 (+5)	11 (+0)

Saving Throws Int +6, Wis +9

Skills Medicine +9, Nature +5, Perception +9

Damage Resistances piercing, bludgeoning and slashing from non-magic weapons

Senses Darkvision 60, Passive Perception 19

Languages Druidic, Common, Gnomish

Challenge 12 (8,400 XP)

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. The archdruid is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *mending*, *poison spray*, *produce flame*

1st level (4 slots): *cure wounds*, *entangle*, *faerie fire*, *speak with animals*

2nd level (3 slots): *animal messenger*, *beast sense*, *hold person*

3rd level (3 slots): *conjure animals*, *meld into stone*, *water breathing*

4th level (3 slots): *dominate beast*, *locate creature*, *stoneskin*, *wall of fire*

5th level (3 slots): *commune with nature*, *mass cure wounds*, *tree stride*

6th level (1 slot): *heal*, *heroes' feast*, *sunbeam*

7th level (1 slot): *plane shift*

8th level (1 slot): *animal shapes*

9th level (1 slot): *foresight*

Actions

Scimitar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Change Shape (2/Day). The archdruid magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The archdruid reverts to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form. The new form's attacks count as magical for the purpose of overcoming resistances and immunity to non-magical attacks.

Thorny

Medium plant, neutral

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	6 (-2)

Skills Perception +4, Stealth +3

Damage Resistances lightning, piercing

Senses darkvision 60 ft., passive Perception 14

Languages-

Challenge 1 (200 XP)

Plant Camouflage. The thorny has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The thorny regains 5 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the thorny's next turn. The thorny dies only if it starts its turn with 0 hit points and doesn't regenerate.

Thorny Body. At the start of its turn, the thorny deals 2 (1d4) piercing damage to any creature grappling it.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) piercing damage.

Yellow Musk Creeper

Medium plant, unaligned

Armor Class 6

Hit Points 60 (11d8 + 11)

Speed 5 ft., climb 5 ft.

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

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 30 ft., passive Perception 10

Languages

Challenge 2 (450 XP)

False Appearance. While the creeper remains motionless, it is indistinguishable from an ordinary flowering vine.

Regeneration. The creeper regains 10 hit points at the start of its turn. If the creeper takes fire, necrotic, or radiant damage, this trait doesn't function at the start of its next turn. The creeper dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Touch. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 13 (3d8) psychic damage. If the target is a humanoid that drops to 0 hit points as a result of this damage, it dies and is implanted with a yellow musk creeper bulb. Unless the bulb is destroyed, the corpse animates as a yellow musk zombie after being dead for 24 hours. The bulb is destroyed if the creature is raised from the dead before it can transform into a yellow musk zombie, or if the corpse is targeted by a remove curse spell or similar magic before it animates.

Yellow Musk (3/Day). The creeper's flowers release a strong musk that targets all humanoids within 30 feet of it. Each target must succeed on a DC 11 Wisdom saving throw or be charmed by the creeper for 1 minute. A creature charmed in this way does nothing on its turn except move as close as it can to the creeper. A creature charmed by the creeper can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ogre

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

Greatclub. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Mantrap

Large plant, unaligned

Armor Class 12

Hit Points 45 (7d10 + 7)

Speed 5 ft.

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

Condition Immunities blinded, deafened, exhaustion, prone

Senses tremorsense 30 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Attractive Pollen (1/Day). When the mantrap detects any creatures nearby, it can use its reaction to release pollen out to a radius of 30 feet. Any beast or humanoid within the area must succeed on a DC 11 Wisdom saving throw or be forced to use all its movement on its

turns to get as close to the mantrap as possible. An affected target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

False Appearance. While the mantrap remains motionless, it is indistinguishable from an ordinary tropical plant.

Actions

Engulf. Melee Weapon Attack: 4 to hit, reach 5 ft., one Medium or smaller creature. Hit: The target is trapped inside the mantrap's leafy jaws. While trapped in this way, the target is blinded and restrained, has total cover from attacks and other effects outside the mantrap, and takes 14 (4d6) acid damage at the start of each of the target's turns. If the mantrap dies, the creature inside it is no longer restrained by it. A mantrap can engulf only one creature at a time.

Assassin Vine

Large plant, unaligned

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed S ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances cold, fire

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 30 ft., passive Perception 10

Languages -

Challenge 3 (700 XP)

False Appearance. While the assassin vine remains motionless, it is indistinguishable from a normal plant

Actions

Constrict. Melee Weapon Attack: +6 to hit, reach 20 ft., one creature. Hit: The target takes 11 (2d6 + 4) bludgeoning damage, and it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and it takes 21 (6d6) poison damage at the start of each of its turns. The vine can constrict only one target at a time.

Entangling Vines. The assassin vine can animate normal vines and roots on the ground in a 15-foot square within 30 feet of it. These plants turn the ground in that area into difficult terrain. A creature in that area when the effect begins must succeed on a DC 13 Strength saving throw or be restrained by entangling

vines and roots. A creature restrained by the plants can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute or when the assassin vine dies or uses Entangling Vines again.

Hill Giant

Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

Vine Blight

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 10ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	5 (-5)	10 (+1)	3 (-3)

Skills Stealth +1

Condition Immunities blinded, deafened

Senses blindsight 60ft. (blind beyond this radius), passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines.

Actions

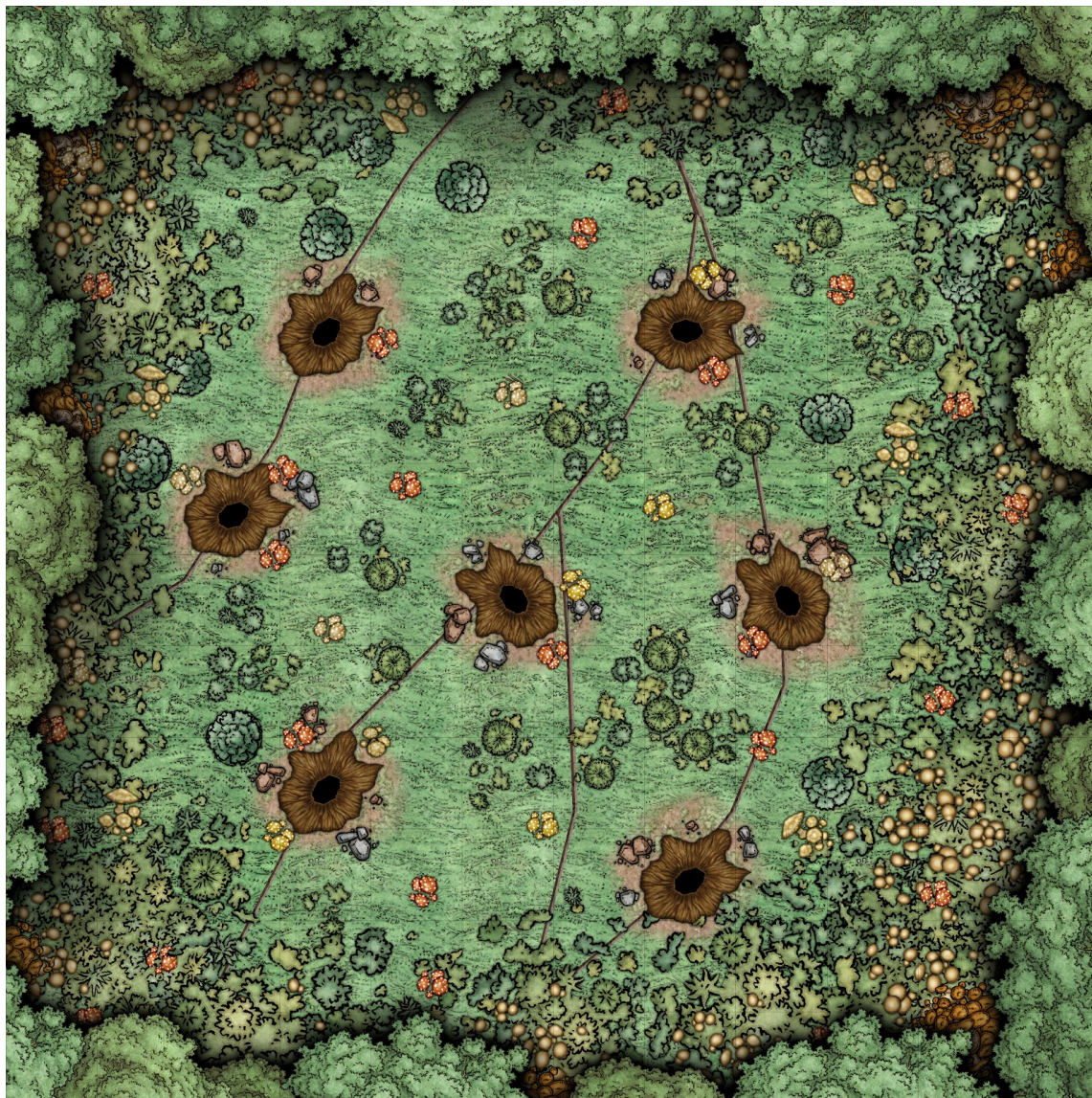
Constrict. Melee Weapon Attack: +4 to hit, reach 10ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12) . Until this grapple ends, the target is restrained, and the blight can't constrict another target.

Entangling Plants (Recharge 5-6). Grasping roots and vines sprout in a 15-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for non-plant creatures. In addition, each creature of the blight 's choice in that area when the plants appear must succeed on a DC 12 Strength saving throw or become restrained . A creature can use its action to make a DC 12 Strength check, freeing itself or another entangled creature within reach on a success.

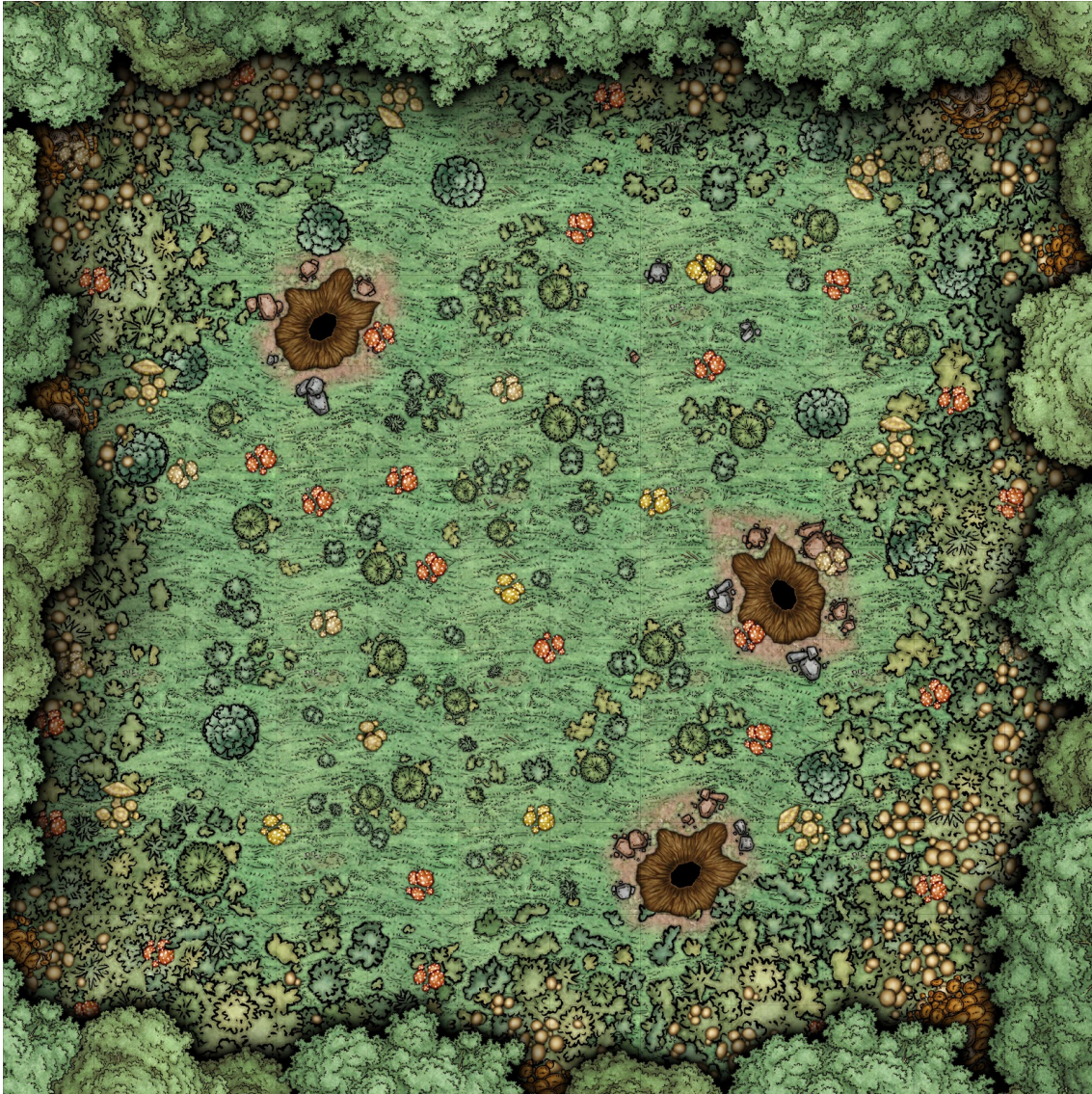
Appendix A: Maps, Player Handouts, Etc.

This appendix includes various handouts and resources for running the adventure. The Images for the maps are also included with your purchase.

Map A



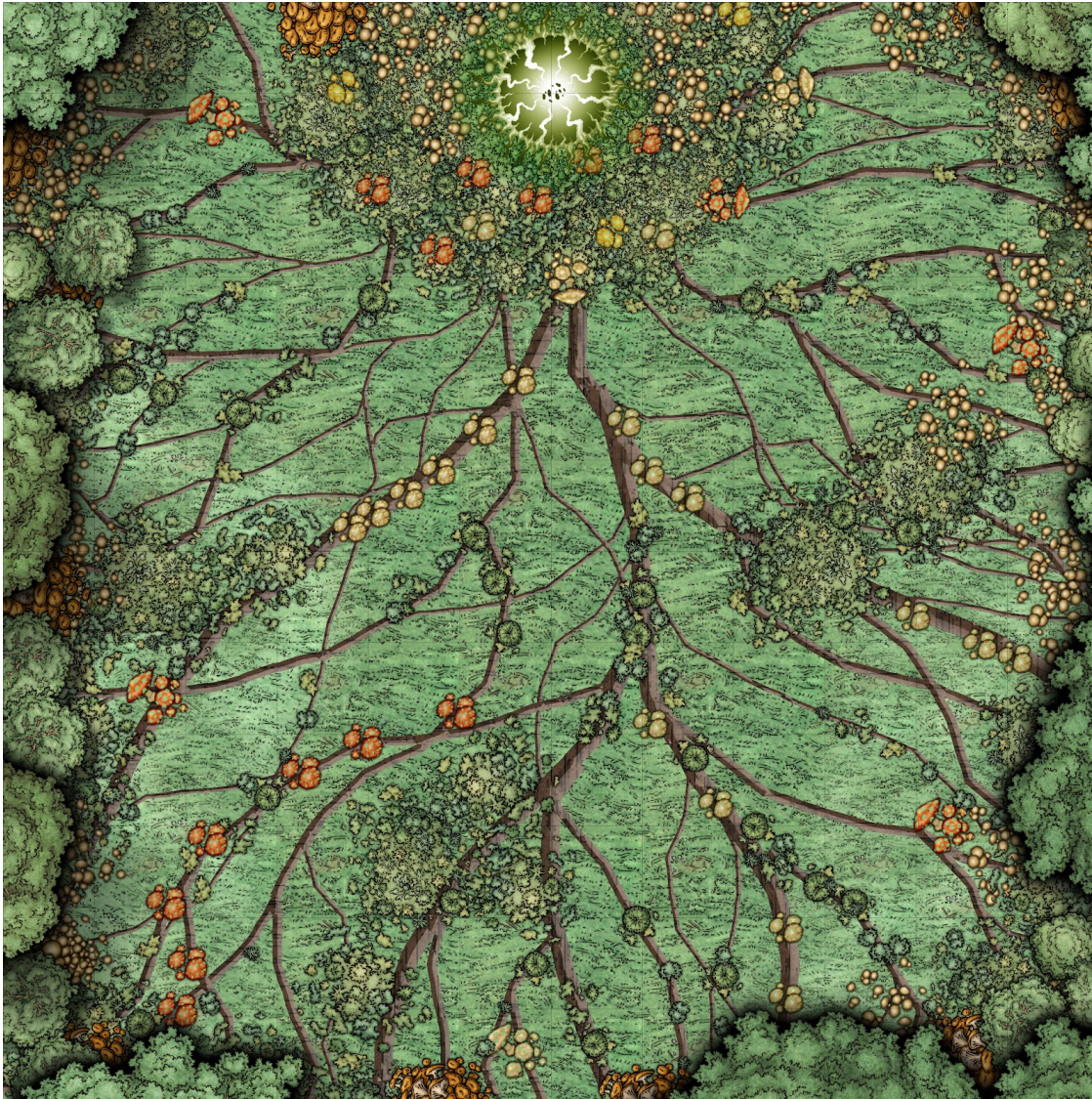
Map B



Map C



Map D



Appendix B: Character Rewards

Stone of Good Luck

Wondrous item, uncommon (requires attunement)

While this polished agate is on your person, you gain a + 1 bonus to ability checks and saving throws.

This Forest Green bears the symbol of Levistus
This item can be found on Magic Item Table F

Appendix C: Story Awards

During this adventure, the characters may earn the following story awards:

Banned: Stygia

The frozen, inhospitable wilderness of Stygia is home to many vile creatures as well as an uncountable number from the Material Plane. Desperate criminals and those condemned to death may pray to Levistus, the ruler of Stygia, for freedom; should he answer, they are transported here. For reasons known only to you and him, you are forever banned from setting foot within Stygia. Perhaps you redeemed too many souls, or maybe you were discovered to be in league with Geryon, the former ruler of this realm; regardless, Levistus has closed this layer of the Nine Hells to you. You can't participate in further adventures in this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Stygia.

Appendix D: Dungeon Master Tips

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

New to D&D Adventurers League?

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

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session. The adventure information and your information is added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong

Appendix E: DWB D&D

What is DWB D&D?

We are an online community based around a mutual love of D&D and one of the largest online groups for Adventurers League play.

We like to provide access and opportunity for anyone interested in participating in this wonderful hobby of ours so they can connect with others and play regardless of barriers. We are an inclusive and accommodating group and we specialize in helping people learn to play and use the tools available for online play.



How to Get Involved?

The best way to get involved is to join us on discord! We have games everyday, a team of mentors ready to answer your questions and assist you, and a library of prepared games to save you time preparing them yourself.

Join the discord at: <https://discord.gg/yldzGmR>

Or you can contact me directly!

Twitter: twitter.com/Daddywarrbuxx

Facebook: facebook.com/Daddywarrbuxx

Email: daddywarrbuxx@gmail.com

Please reach out to me!

One of the things we are hoping to do is enable more writers an opportunity to share their work. We (try) to host an epic every three months, so if you are looking for an event to submit a CCC on or would like to create an adventure using the premade bundles let me know!

