WHAT YOU WISH FOR

Deep in the forests of Cormanthor, the Golden Paragon Trading Company has set up a logging camp to harvest the valuable trees of the Midwood. After investigating monster attacks against the camp, adventurers have learned that something more sinister might be afoot in the area. Several power groups seek something dark and lost in the woods, but sometimes the worst thing you can get is what you wish for.

A Two-Hour Adventure for 5th-10th Level Characters

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Adventure Code: CCC-GHC-06

INTRODUCTION

Welcome to *What You Wish For*, a D&D adventure that is part of the official D&D Adventurers League™ organized play system.

This adventure is designed for **three to seven 5th-10th level characters**, and is optimized for **five 8th-level characters**. Characters outside this level range cannot participate in this adventure.

The adventure is set in the Moonsea region of the Forgotten Realms. During play, the characters travel to the forests of Cormanthor to aid a logging camp plagued by monsters. While there, they become embroiled in a political and economic struggle between rival gangs, but a larger threat may be revealed.

THE D&D ADVENTURERS LEAGUE

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

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

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

www.dndadventurersleague.org

PREPARING THE ADVENTURE

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

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information:

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

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

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

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the

irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

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

ADJUSTING THE ADVENTURE

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 8th-level characters**. To figure out whether you need to adjust the adventure, do the following:

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

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

Determining Party Strength

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

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

RUNNING THE ADVENTURE

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

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

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

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*™ has more information on the art of running a D&D game.

DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the *D&D Basic Rules* or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with or add lifestyle expenses.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

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

Spellcasting Services

Spell	Cost
Cure wounds (1st level)	10 gp
Identify	20 gp
Lesser restoration	40 gp
Prayer of healing (2nd level)	40 gp
Remove curse	90 gp
Speak with dead	90 gp
Divination	210 gp
Greater restoration	450 gp
Raise dead	1,250 gp

Acolyte Background

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

DISEASE, DEATH, AND RECOVERY

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

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

DEATH

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

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

   Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

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

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

Additional Credits

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WHAT YOU WISH FOR

A deal is a deal… until it isn't.

— *Furjur the Flippant*

ADVENTURE BACKGROUND

Deep in the forests of Cormanthor, the Golden Paragon Trading Company set up a logging camp to harvest the valuable trees of the Midwood. The camp lies near a fork of the River Ashaba, which acts as a delivery system for timber bound for processing and shipping in Semberholme. Until recently, the camp produced a significant amount of profit, but over the past few tendays, production ground to a halt. The camp's last communication spoke of monster attacks from the forest and panicked, wary loggers unwilling to work.

Silas Nash, the camp's foreman, secretly works for House Nanther, a rival (and somewhat shady) trading company out of Melvaunt. He has been steering the loggers away from their expected route, leaving them to unwittingly search for an old ruined drow outpost on the edge of the Starwood. The ruin, it is believed, could contain valuable relics and offers an important strategic location for further business in the area.

Two tendays ago, a criminal syndicate called Suldran's Dark heard whisperings of the ruined stronghold's location. They dispatched operatives to the area as well, spying on the unsuspecting loggers and planning ways to beat House Nanther to the ruins—or kill them if they find it and take the ruins for Suldran's Dark.

ADVENTURE OVERVIEW

What You Wish For consists of three parts, plus an optional introduction for characters who did not play the first two adventures in this series.

Optional Introduction. If the characters have not played any of the previous adventures in this series, they are asked by Furjur the Flippant to travel to the Golden Paragon Trading Company's logging camp and investigate the monster troubles facing them.

Part 1: At the Camp. The adventurers learn that Silas Nash took most of the remaining loggers out to search for other lost loggers, but he secretly is making a last-ditch attempt to find the ancient drow fortress.

Part 2: On the Trail. The adventurers must use their skills and knowledge to follow the trail of Silas and his team.

Part 3: In Ruin's Shadow. The adventurers find the ancient ruins, but Silas is being attacked by his loggers, who have been turned into wights by the infernal runes that cover the ruined fortress. After the adventurers rescue him, both House Nanther and Suldran's Dark arrive, leading to a tense three-way battle for survival in the shadow of the ruined stronghold.

ADVENTURE HOOKS

If the characters have already played the first two adventures in the series—*Shade of the Dark* and *Trail of Treachery*—they are likely to start the adventure at the logging camp in the Midwood (go directly to **Part 1: At the Camp**). *Trail of Treachery* ends with the adventurers holding information that Silas Nash is an agent for the operatives that just tried to kill them.

If the characters have not played those other two adventures, it is strongly recommended that they do so before playing this adventure.

If characters must play this adventure before playing those, select one of the following hooks, or create your own, and then proceed to the **Optional Introduction**.

Harpers. The Harpers suspect the logging camp's decline in production might be a sign of outside tampering with regional business interests. Furjur the Flippant also believes the disruption could be related to rumors of House Nanther's involvement in other business affairs in the region.

Order of the Gauntlet. The forests of Cormanthor are dangerous, and the loggers who work them are good hardy folk who deserve protection. The Order of the Gauntlet sees the threat as a serious problem, and they want to make sure supernatural or evil forces are not involved.

Emerald Enclave. Cormanthor encompasses vast ancient forests. While the Emerald Enclave grudgingly tolerates the managed forestry that takes place in its borders, the monster attacks are troubling. The situation bears further investigation to ensure the balance between man and nature is maintained.

Lords' Alliance. The Golden Paragon Trading Company has strong ties with the Lords' Alliance. The Lords' Alliance wants to protect its business interests in the area and possibly expose any interference by third parties.

Zhentarim. The Zhentarim deal in many things, including information and secrets. They suspect something is happening deep in the forests of Cormanthor, and they want to know what it is. The Zhents have an agent in the logging camp by the name of Kelton Reed. He may be able to provide members of his faction with additional information.

Factionless. If a character does not have a faction, assume they are traveling when they meet up with other adventures heading toward Elven Crossing. In the unlikely event that none of the characters in the party belongs to a faction, Furjur simply recognizes them as adventurers when they reach Elven Crossing and enter Amaratha's Teahouse.

OPTIONAL INTRODUCTION

Expected Duration: 10 minutes

Use this introduction if none of the players have played the previous two adventures in this series. If they have, skip directly to **Part 1. At the Camp**.

Either of their own volition or by the direction of their factions, the characters arrive at the small village of Elven Crossing in the early afternoon. Their factions have instructed each of them to meet with a man named Furjur the Flippant to discuss the problems plaguing a logging camp in the Midwood that belongs to Golden Paragon Trading Company.

ELVEN CROSSING

> The sun has just past its zenith when you arrive at Elven Crossing, a small, shady village on the banks of the River Ashaba. Situated along the Mistle Trail fifteen miles north of Ashabenford, the settlement is little more than a sparse collection of simple wooden houses. One structure, however, draws your attention, for it appears to be made from the hollow stumps of three massive trees joined together. Numerous large windows provide a view of its interior, where people sit at tables lined with teapots and cups. A sign above its entrance reads, *Amaratha's Teahouse.*

Elven Crossing has no inns or taverns. Amaratha's fills this void, and the locals spend time at the institution drinking various woodberry teas and eating honeyed biscuits and marbled green cheese. Read the text below when the characters enter the establishment.

> The chatter of the teahouse's patrons dwindles to a hush when you enter the main room. For several moments, all is quiet, as the clientele looks you over. Finally, a pot-bellied man with bushy black sideburns rises from a table at the back of the room. He smiles broadly and chuckles before boisterously proclaiming, "Visitors are a rare thing in these parts, but they'll warm up to you soon enough. Don't just stand there! Come have a seat! I'm Furjur the Flippant, and I can tell by your garb that you are here to see me!"
>
> Relieved looks play over the faces of many of the customers, and as quickly as it stopped, the chatter resumes.

Roleplaying Furjur the Flippant

"Furjur the Flippant" was a legendary merchant who thrived in the 1340s and 1350s DR. He was known for his vibrant and jovial personality, but he also had a sly and prankish streak. The man who now claims the merchant's moniker is actually a Harper agent working in the southern reaches of the Moonsea. Furjur's real name is unknown to all but a few of the Harper's highest-ranking agents.

While the large man can be serious when necessary, he prefers to maintain his jolly personality in public, as it helps him appear non-threatening. He dresses as a wealthy merchant, wearing long coats and expensive leather riding boots. During conversation, he pauses often to laugh loudly or pat a character on the back and chuckle.

Under the façade, Furjur is an intelligent, thoughtful man who genuinely has the best interests of the Moonsea at heart. He travels and works tirelessly to help the Harpers accomplish their goals.

Furjur orders a pot of tea and two bottles of wine made from local forest plants. If any of the characters previously played *CCC-GHC-1 Tharaera Lost* or *CCC-GHC-3 Facing the Dark*, Furjur recognizes them and is genuinely glad to see them again. For the purposes of this adventure, he is acting on behalf of the Golden Paragon Trading Company. While his role is actually at the behest of the Harpers, Furjur does not mention his faction or display his Harper pin, but if asked directly, he does not deny being part of the organization.

After drinks and a plate of biscuits and cheese, Furjur's tone quiets, and he discreetly relays the information below.

- The Golden Paragon Trading Company has an agreement drafted by the Emerald Enclave permitting them to harvest timber from the Midwood.
- The area outlined in the agreement lies east of a drainage basin that forms a tributary of the River Ashaba. The trading company uses the tributary to deliver felled timber downstream to Semberholme, where it is processed and shipped to other parts of the Moonsea.
- To make certain the forest is properly managed, the agreement only grants them the rights to harvest trees of a certain age and size. In addition, they are not allowed to take any trees from the Starwood, which lies to the north of the area.
- The Golden Paragon Trading Company's logging camp lies near the river's branch. Production from it was steady until two tendays ago. Since then, the camp's output has dwindled to nothing,
- The last message from the camp came a tenday ago. It spoke of monster attacks from the forest, and panicked, wary loggers unwilling to work.
- The Golden Paragon Trading Company needs adventurers who can find the underlying cause of

the problem and get the timber flowing downstream again. They should speak with the camp's foreman, Silas Nash, when they arrive.

- Furjur offers the characters 100 gp each if they can eliminate the threat from the forest. They can receive their payment from the camp's foreman, once their task is complete.
- While the Mistle Trail leads north along the River Ashaba, the trek to the camp is difficult and slow. To aid the characters, Furjur has obtained the services of a small river skiff and its owner. The craft is capable of transporting them and all of their gear upriver to the logging camp. When the characters are ready to depart, the skiff is waiting at a river ford just north of Elven Crossing.

TOWARD THE CAMP

> A wide path, likely made by draught animals dragging logs, marks the way from the river to the logging camp. As you walk through the forest, you see the stumps of trees taken by loggers. A short while later you smell campfire smoke, and you see a timber palisade in a clearing.

The camp is made a several tents forming a temporary settlement. The loggers built a hasty palisade around the camp when the monster attacks became greater than they could handle.

If the adventurers have been here in the previous adventures, they know the gates are normally locked and guarded by loggers on platforms to either side of the entrance. Right now, no guards are there, which is odd.

PART 1: AT THE CAMP

Expected Duration: 10 minutes

Note: The rest of this adventure assumes that the adventures have played the previous two adventures in this series. If they have not, adjust the text and dialogue accordingly.

When the characters arrive back at the Golden Paragon Trading Company logging camp, read:

> The gate of the palisade wall is closed, but no guards man the platforms, as they usually do.

Although the gate is closed, it is not locked, which should be a clue that something is wrong. If the characters call out, one of the remaining loggers opens the gate. Otherwise the adventures can simply open the gate and let themselves in.

> When you last left the camp, it was understaffed, but a few able-bodied loggers still milled about. That is no longer the case. Only a couple of loggers remain, and they look angry, sullen, and scared.

The senior logger remaining is the cook, an old dwarf called Mutton. That is not his real name, but it's what he's called—the name is sarcastic, as the loggers rarely eat anything as tasty or filling as mutton while at work.

Mutton tugs at his beard when nervous, and at this point, he is lucky to have any beard left. He relays the following information to the adventurers.

- Silas Nash, the foreman of the logging camp, told everyone he was tired of waiting around for his lost men to return. He led most of the remaining loggers into the forest to search for them.
- Silas told the loggers he led away that something of great value was lost in the forest, and if the loggers found it, they would earn enough money to split it and still live comfortably for the rest of their days. This motivated several loggers who otherwise would have remained here.
- Mutton does not trust Silas at all, so the dwarf remained behind, along with a few others who were tired of monster attacks and loggers leaving camp but never returning.
- Mutton says he is going to give the missing loggers a couple more days to return. If they are not back by then, he plans to simply return to civilization and get on with his life. The remaining loggers have agreed to leave with him.
- Silas did not say specifically what was so valuable in the forest. When the group left, they were headed north. Mutton notes that, for some unknown reason, Silas kept getting off track in his logging routes, always heading further and further north rather than west as planned.

If the adventurers ask about the group that Silas took with him, Mutton names them:

- "Sledge" Hooper, a hulking half-orc with more muscles than smarts.
- Kelton Reed, a human who is always hanging around Silas's heels like a lost puppy. [Kelton is a Zhentarim spy.]
- "Timber," a wood elf who keeps to herself. She presumably grew up in this area, and Silas often turns to her when there is a question about local fauna and monsters. No one knows her real name.
- Dell Darvell, a human who is probably the best logger of the bunch. His tongue was cut out when he was young by a Hillsfar slave owner, so he doesn't talk much, but he loves to play the lute and dance.

Mutton can point the party in the direction that Silas led the group. Mutton notes, yet again, that while Silas told everyone he was looking to the west, he ended up traveling in more of a northern direction.

PART 2: ON THE TRAIL
Expected Duration: 20 minutes

This part of the adventure involves a series of obstacles and challenges. While the adventurers find the ruined stronghold regardless of their checks, their level of success or failure plays a role in how hard the combats are in **Part 3: In Ruin's Shadow**.

A driving rain makes following the tracks of the logging party almost impossible to follow. The forest is thickest here, so there isn't much mud, but the rain is hard enough to drive through the canopy and soak everything. The signs of passage left by Silas's group get sparser and less noticeable, until it is terribly difficult to continue.

GENERAL FEATURES
The area has the following features.
    Light. Brightly lit during the day, but a heavy rain makes it hard to see for a distance.
    Trees. The surrounding trees provide half cover.

KEEPING ON THE TRAIL

While tracking the trail of Silas's group, the adventurers must succeed on at least four of the following seven challenges. Each type of challenge is described below. Keep track of how many challenges are passed and how many are failed.

Difficult/Uncooperative Groups
Some players are not good at comprehending these sorts of abstract challenges. If that is the case, you might have to break down each and make them run more like a normal combat or interaction.
    Also, if the characters use some sort of spell, feat, or ability to bypass or help with a portion of the challenge, use your best judgment on how it affects the challenge overall. By the time characters reach a certain level or get certain spells and abilities, DM adjudication is necessary. If the characters are willing to use important resources to solve these challenges, allow it to work based on the strength of the resource and how well the solution fits the challenge.

1. FIND THE TRAIL
One of the adventurers must succeed on a DC 17 Wisdom (Survival) check to find and maintain the trail. This check is made with disadvantage unless the character making the check is a ranger with the Natural Explorer ability (or a comparable ability or feat).

One other character can assist this check, but neither character can make the checks in the next challenge.
    Note that spells or abilities that assist on skill checks (*guidance*, *bless*, bardic inspiration, etc.) that last for less than 30 minutes cannot be used to bolster this check.

2. SINKHOLE
While the one character (or two characters, if one is assisting) who leads is working to maintain the trail, the rest of the party runs afoul of a sinkhole that opens beneath their feet because of the heavy rain. These characters must make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to avoid falling into the hole. Those who fall in take 22 (4d10) bludgeoning damage from the fall and land prone. For very weak parties, reduce the damage to 16 (3d10). For very strong parties, increase the damage to 33 (6d10).
    The party's challenge is considered a success if half or more of the adventurers making the check succeed.

3. MAINTAIN THE TRAIL
One of the adventurers must succeed on a DC 17 Wisdom (Survival) check to maintain the trail. This check is made with disadvantage unless the character making the check is a ranger with the Natural Explorer ability (or a comparable ability or feat). One other character can assist this check.
    Note that spells or abilities that assist on skill checks (*guidance*, *bless*, bardic inspiration, etc.) that last for less than 30 minutes cannot be used to bolster this check.

4. OWLBEARS
While the one character (or two characters, if one is assisting) who leads is working to maintain the trail, the rest of the party is set upon by a family of owlbears. The characters can avoid the fight if they succeed on a group check (half or more succeed). The party can choose from the following skills:

- DC 17 Intelligence (Nature) check
- DC 17 Wisdom (Animal Handling) check
- DC 17 Charisma (Persuasion) check

If the group check succeeds, the adventurers escape with no damage. If they fail, all adventurers take 14 (4d6) slashing damage from the attacks before the owlbears flee into the forest. For very weak parties, reduce the damage to 7 (2d6). For very strong parties, increase the damage to 28 (8d6).
    Note: If you do not have to worry about finishing the adventure in 2 hours, feel free to run a combat with 5 **owlbears** if they fail their checks instead of just estimating the damage.

5. MAINTAIN THE TRAIL

One of the adventurers must succeed on a DC 17 Wisdom (Survival) check to maintain the trail. This check is made with disadvantage unless the character making the check is a ranger with the Natural Explorer ability (or a comparable ability or feat). One other character can assist this check.

Note that spells or abilities that assist on skill checks (*guidance*, *bless*, bardic inspiration, etc.) that last for less than 30 minutes cannot be used to bolster this check.

6. POISONOUS PLANTS

While the one character (or two characters, if one is assisting) who leads is working to maintain the trail, some deadly poisonous and carnivorous plants pursue the adventurers. These plants cannot be killed by normal means as they are too large and numerous. The adventurers can avoid and escape the plants if they succeed on a group check using the following skills:

- DC 17 Intelligence (Nature) check
- DC 17 Wisdom (Perception) check
- DC 17 Dexterity (Acrobatics) check

If the group check succeeds, the adventurers escape with no damage. If they fail, all adventurers must attempt a DC 17 Constitution saving throw. Those who fail take 13 (2d12) poison damage from the attacks before the plants run out of venom and retreat. Half damage is taken on a successful save. For very weak parties, reduce the damage to 6 (1d12). For very strong parties, increase the damage to 26 (4d12).

7. MAINTAIN THE TRAIL

One of the adventurers must succeed on a DC 17 Wisdom (Survival) check to maintain the trail. This check is made with disadvantage unless the character making the check is a ranger with the Natural Explorer ability (or a comparable ability or feat). One other character can assist this check

Note that spells or abilities that assist on skill checks (*guidance*, *bless*, bardic inspiration, etc.) that last for less than 30 minutes cannot be used to bolster this check.

SUCCESS/FAILURE

If the party succeeds in at least 4 of these seven challenges, they make good time and arrive at the ruined fortress with no penalties. If they succeed on less than 4, they gain one level of exhaustion when they arrive, and they have disadvantage on initiative checks for the remainder of the adventure.

What If They Rest?

This adventure is meant to be completed without the party taking a short or long rest. If the adventurers attempt to take a rest before they arrive at the ruined stronghold, explain that time might be important in their situation. If they rest anyway, consider it an automatic failure of this section. Also, add more monsters to each of the combats that follow.

You can also play out the consequences if they take a long rest: Silas is dead and turned into a wight. The characters might have to face each of the threats that follow individually, or in a different order. Use your best judgment.

PART 3: IN RUIN'S SHADOW

Expected Duration: 90 minutes

When the adventurers arrive at the ruins of the ancient drow fortress, they find Silas Nash fighting for his life, under attack from undead creatures. The adventurers quickly learn that these undead are the loggers accompanying Silas. After the fight with the undead, the various parties interested in the drow fortress reveal themselves, and a chaotic fight ensues.

THE WIGHT PLACE

Expected Duration: 40 minutes

GENERAL FEATURES

The area has the following features.

Light. The clouds and rain leave only dim light, and a heavy rain makes it hard to see for any great distance. Perception checks are made at disadvantage.

Sounds. The driving rain is the only sound that can be heard unless someone shouts over it.

When the adventurers reach the clearing that holds the ruined drow fortress, read:

> The rain continues to pelt the forest with furious abandon. Through the sheets of rain, the clearing ahead opens to reveal a pile of ruined stonework. The ancient collapsed structure is covered with runes that writhe as your eyes try to focus on them.
>
> Between you and the remaining section of the building is Silas Nash. His high-pitched screams barely cut through the driving rain. He uses a wooden club to fend off the blows of creatures who press in on him. They at first appear to be the loggers he led away: a half-orc, two humans, and a wood elf. Closer inspections shows the creatures resemble those loggers, but they are far too pale, and their features are withered and gaunt.

When the characters arrive, Silas fights off six **wights** total: four are in view and the others are hiding amid the rubble (the exact number depending on party level adjustments). The infernal runes (see below) have turned the loggers into undead creatures. The hiding wights are former drow occupants of the fortress.

FEATURES

The adventurers begin the combat at the edge of the forest clearing, approximately 120 feet from the ruins of the drow outpost.

The Rain. The driving rain makes ranged weapon and spell attacks difficult. Attacks made at short range have disadvantage, and attacks made at long range are impossible, unless the character has a feat or ability to reduce penalties from concealment or cover.

The Runes. The infernal runes on the stone building are a recent phenomenon, created by the evil forces infesting the stronghold at the moment. These runes have a necromantic quality, creating and bolstering undead creatures.

Undead creatures within 15 feet of the fortress walls while the runes are active gain advantage on saving throws, do not suffer from sunlight sensitivity, cannot be turned, and regenerate 5 hits points at the start of their turns if they have at least 1 hit point.

The runes can be turned off, or at least disabled, in a variety of ways. These checks must be made while standing adjacent to the stronghold wall:

- An action can be taken to perform a DC 15 Intelligence (Arcana) check to disrupt the flow of magic into the runes. On a check of 10 or less, the adventurer making the check takes 21 (6d6) necrotic damage. Reduce the damage by 2d6 for very weak parties, and increase the damage by 4d6 for very strong parties.
- An action to perform a DC 20 Intelligence (Religion) check to interrupt the divine magic that powers the runes. On a check of 10 or less, the adventurer making the check takes 21 (6d6) necrotic damage. Reduce the damage by 2d6 for very weak parties, and increase the damage by 4d6 for very strong parties.
- An action to perform a DC 20 Dexterity (Sleight of Hand) check to expertly chip the runes and break the magical current. On a check of 10 or less, the adventurer making the check takes 21 (6d6) necrotic damage. Reduce the damage by 2d6 for very weak parties, and increase the damage by 4d6 for very strong parties.
- A casting of *dispel magic* dampens the magical field until the start of the caster's next turn but doesn't remove the runes' effects.

1 square = 5 feet
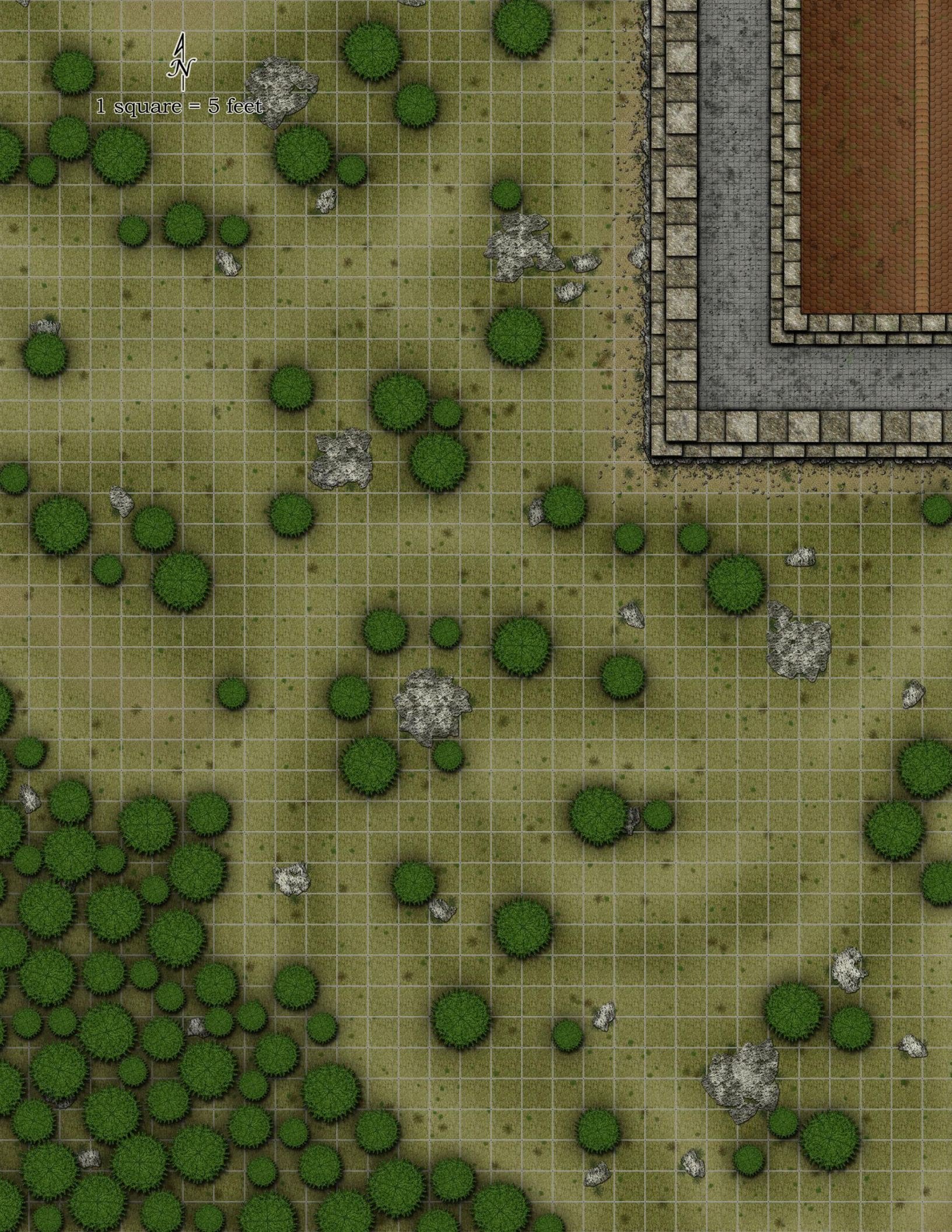
TACTICS

The wights continue to attack Silas until they are interrupted by the characters. At that point, they turn their attention to the heroes. The wights stay within 15 feet of the wall if possible. Each round the adventurers remain inactive, describe the runes glowing more brightly with a sickening purple-grey light.

If the adventurers do not interfere on Silas's behalf before the end of the second round of combat, he is killed and becomes a wight, who then joins the attack on them. Every two rounds the adventures remain inactive, another wight rises from the rubble at the base of the fortress wall.

DEVELOPMENTS

Assuming the adventurers intervene to save Silas, he thanks them for their assistance. He truthfully relates the story of what happened: the loggers found the ruins, a couple of drow corpses attacked, and the loggers fell one by one. After they fell, they immediately rose as wights and joined the attack.

If the conversation gets around to why he ranged so far away from the original search area, Silas is evasive, but the truth is soon revealed when the House Nanther contingent arrives (see below).

If the adventurers did not deactivate the runes during the combat, they have a chance to do so now. If they failed to do so before the next encounter is triggered, combat could become very interesting indeed.

OPRIZZ

THE WRONG TIME

Expected Duration: 10 minutes

After the adventurers have had a moment to recover from the fight with the wights (no more than 10 minutes), the closest House Nanther patrol arrives. Read:

> A hissing voice interrupts your rest. "Excellent. I would have never thought to search here. The stronghold shall be ours, as it should be. Silas, come here. You have earned your reward. I personally doubted that you could find it, but you have proven your worth after all."
>
> The drow addressing you holds out a pouch nearly bursting with coin. "Well, what are you waiting for Silas? Come get your reward."

The House Nanther patrol consists of Oprizz, a **drow elite warrior**, and three of his personal bodyguards, **knights** serving House Nanther.

DEVELOPMENTS

Oprizz works for House Nanther, doing its dirty work. He is more than happy to let the adventurers walk away, at least until their backs are to him. Then he attacks them, because he knows he cannot trust anyone who knows the location of this place to keep it secret. He also plans to kill Silas.

Allow the conversation to go on for as long time permits. At some point, one party likely attacks the other. Just before that attack occurs, move on to the next encounter, where the circumstances are complicated by the arrival of members of Suldran's Dark.

Adjusting the Encounter

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

- **Very weak party:** Remove two **knights**.
- **Weak party:** Remove one **knight**.
- **Strong party:** Add one **knight**.
- **Very strong party:** Add two **knights**.

No One Expects...

Expected Duration: 40 minutes

> As hostilities are about to break out, an extremely tall creature with red skin, horns, and wings appears in the clearing. She claps her hands slowly and drawls out her mocking words. "I've always wondered what a group of fools is called, and now I think I know. Let's call it 'an idiocy of fools.' This is quite the idiocy I have walked in on."
>
> The creature motions all around the edge of the clearing. "My forces, which outnumber you at least 10 to 1, wait in the forest to rain no end of arrows and hellfire down upon you. If you surrender right now, the lot of you, I shall ransom you back to your employers for a fair price. You can say you survived The Harvester, which is no mean feat. Otherwise I will send your souls to my mother to feast upon."
>
> The drow and his knights survey the situation and toss their weapons on the ground.

The Suldran's Dark force consists of a **cambion** who calls herself "The Harvester." Her associates are a group of seven **bugbears** that have each used a *potion of invisibility* to stealth into position near the adventurers while The Harvester stalls.

With a DC 16 Wisdom (Insight) check, an adventurer can learn that The Harvester is exaggerating. There is not an overwhelming force in the forest, although she is certainly not alone.

A DC 16 Wisdom (Perception) check, made at disadvantage because of the rain, allows an adventurer to notice the bugbears approaching invisibly. These successful adventurers are not surprised when the bugbears attack.

Adjusting the Encounter

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

- **Very weak or weak party:** Remove two **bugbears**.
- **Weak party:** Remove one **knight**.
- **Strong party:** Add two **bugbears**.
- **Very strong party:** Add four **bugbears**.

Tactics

As soon as the drow and his knights realize they have been tricked, they pick up their weapons and attack.

The bugbears have been watching for a bit, so they try to scout out the most dangerous adventurer, and two of them approach that one. One of the bugbears goes after the drow. The rest of the bugbears spread out among the remaining adventurers.

The Harvester uses *fiendish charm* on a dangerous foe, particularly a raging barbarian or a rogue, and forces them to attack softer targets.

If it is obvious that The Harvester's troops are going to be defeated, she uses *plane shift* to escape.

Running a Three-Sided Combat

Running a combat with three different sides can be tricky. Simply throwing all of the enemies at the adventurers at once is likely to result in a total-party kill. Instead, use the various NPCs and monsters at your disposal to adjust difficulty. The drow and his knights may start by attacking the adventurers, but they switch to attacking the Suldran's Dark members after a couple of rounds.

The best-case scenario would be to make the adventurers think things are hopeless, and then have the enemy groups fight each other for a couple of rounds to let the adventurers regroup.

Developments

The knights and the bugbears do not fight to the death if it looks like their cause is hopeless and their leaders are dead or vanquished. They don't know much about the fortress, other than they are being paid to assist in finding and securing the structure.

If Silas is still alive at the end of the encounters, he relays the same information. House Nanther offered him payment to redirect the efforts of the loggers in such a way that they were unwittingly searching the edge of the Starwood for the ruins of the drow fortress.

Treasure

The bugbears have gems totaling 500 gp. The knights have a total of 200 gp among them. The pouch held by the drow as payment for Silas totals 300 gp in gems and coins. One of the bugbears carried an extra *potion of invisibility*. Oprizz the drow carries a *dagger +2* in his boot.

Conclusion

Expected Duration: 10 minutes

The drow fortress is mostly ruined, but some of the building is still intact. Attempts to explore the ruins are thwarted at every turn—some dark and malignant force does not allow anyone to enter the ruins.

The adventurers can return to their employer, Furjur the Flippant, to relay the information about what they found. Those who do so earn the 100 gp per adventurer reward they were promised. Furjur also says that some of his allies are going to investigate the fortress. There may be a call for adventurers at a later time to go into the fortress if the evil shroud around the place can be dispelled...

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

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. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Wight	700
Drow Elite Warrior	1800
Knight	700
Cambion	1800
Bugbear	200

Non-Combat Awards

Task or accomplishment	XP per Character
Succeed in at least 4 challenges	500
Rescue Silas	500

The **minimum** total award for each character participating in this adventure is **2000 experience points**.

The **maximum** total award for each character participating in this adventure is **3000 experience points**.

TREASURE

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

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

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Bugbear gems	500
Knight treasure	200
Silas's payment	300
Furjur's reward	100 (per character)

DAGGER +2
Weapon, rare
You have a +2 bonus to attack and damage rolls made with this magic weapon.

POTION OF INVISIBILITY
Potion, very rare
This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

Permanent Magic Item Distribution

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

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

RENOWN

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

DOWNTIME

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

DM REWARDS

You receive **750 XP**, **375 gp**, and **five downtime days** for running this adventure.

Appendix: Monster/NPC Statistics

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.

Cambion

Medium fiend, lawful evil

Armor Class 19 (scale mail)
Hit Points 82 (11d8 + 33)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Str +7, Con +6, Int +5, Cha +6
Skills Deception +6, Intimidation +6, Perception +4, Stealth +7
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Infernal
Challenge 5 (1,800 XP)

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

Innate Spellcasting. The cambion's spellcasting ability is Charisma (spell save DC 14). The cambion can innately cast the following spells, requiring no material components:

3/day each: *alter self, command, detect magic*
1/day: *plane shift (self only)*

Actions

Multiattack. The cambion makes two melee attacks or uses its Fire Ray twice.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Fire Ray. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 10 (3d6) fire damage.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

DROW ELITE WARRIOR

Medium humanoid (elf), neutral evil

Armor Class 18 (studded leather and shield)
Hit Points 71 (11d8+22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4
Skills Perception +4, Stealth +10
Senses darkvision 120 ft., passive Perception 14
Languages Elvish, Undercommon
Challenge 5 (1,800 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire , levitate (self only)*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The drow makes two shortsword attacks.
Shortsword. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.
Hand Crossbow. *Ranged Weapon Attack*: +7 to hit, range 30/120 ft ., one target. *Hit*: 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.
Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.
Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.
Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight 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 knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

OWLBEAR

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

WIGHT

Medium undead, neutral evil

Armor Class 14 (studded leather)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.