



ADVENTURERS LEAGUE

I AM THE FIRE



A 4-hour Border Kingdoms adventure
for characters of 5th - 10th level



I AM THE FIRE

A shadow has fallen over the Border Kingdoms. Dark forces are on the move, and a new power has risen. The effects of this new evil are just beginning to show themselves in the villages and towns through the lands. Can a party of adventurers stop the advancement of the dark forces before they wash over the entire kingdoms?

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



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A SPECIAL NOTE ABOUT ENCOUNTER SCALING

I am the Fire is optimized for a party of five characters. When running an adventure at a large convention such as Gamehole, it is common to have seven players at a table, which has the potential to affect encounter balance. The “Adjusting the Encounter” sidebars within the adventure are developed for an average party, but just like real life, one size doesn’t necessarily fit all.

Players have a tendency to bring their best and brightest to shows like Gamehole, and a group of seven optimized characters can easily overpower the recommended party strength you determine at the adventure’s start. As a DM, you can—and should—adjust each encounter’s difficulty to present a challenge for your players.

If the characters are overcoming combats too easily, increase the recommended strength level of the encounters by a step (from **average** to **strong**, for example). If needed, you can also increase the number of monsters or maximize their hit points to make things a little harder. In some cases, you may even need to increase the difficulty by two steps, just be careful not to make things unwinnable.

Remember, adjusting or improvising is encouraged, so long as you maintain the adventure’s spirit!

the border kingdoms



ADVENTURE PRIMER

WELCOME TO *I AM THE FIRE*, A D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Convention Created Content* program.

The adventure is set in the Border Kingdoms, a tumultuous region of the Forgotten Realms on the southern shore of the Lake of Steam.

During the course of this adventure your party will be thrust in the path of the advancing forces making their way towards Emrys. Rumors are in the wind about a figure known as the Black Wyvern. He is not the true power threatening the Border Kingdoms, but his patron is. But that isn't the only mystery facing the heroes. Deep within Rymdyl, the shadows of the mage for which the village is named are waking from a long-time slumber. Whether or not this is a danger, or an ally is up to the party.

BACKGROUND

The village of **RYMDYL** south of the kingdom of **HAWKGARTH** is a village leading toward the city of Emrys. From beyond time and space, the whispers of the mage, Rymdyl, stirs deep beneath **THE GRYPHON'S HEAD**, the inn that takes up the majority of what is left of the village. From the time they enter, the heroes will start to notice things being just a little off. If they wish, they can talk with **GUTHRYN B. LAW** a spy, rogue, and ranking member of the **HARPERS** in the **BORDER KINGDOMS**.

In addition to the whispers of supernatural mystery in the taproom, the Harper is there waiting for the Black Wyvern to show up. The Harpers wish to have him brought to justice – captured and forced to face trial for the crimes he has been committing since becoming the minion of **AVALLAR, THE DEATH KNIGHT**. While he doesn't know just how dark the forces are in the area (none have witnessed the death knight and lived), the clues leading to the Black Wyvern are numerous. Only once he is captured will the heroes (and therefore the Harpers) know just how sinister the surrounding darkness is.

EPISODES

As play begins, the characters receive their Call to Action. This is not an experience-granted episode but instead sets the stage for what is to come.

The meat of the adventure is essentially a dungeon crawl with one primary objective and two secondary objectives: capture the Black Wyvern and bring him to justice (primary), to put the spirit of the wizard, Rymdyl, to rest (secondary), and to restore the watchtower above the village (secondary). The

secondary objectives aren't apparent until the characters are already into the thick of the adventure.

The adventure is written as a four-hour adventure, including all secondary objectives. As Dungeon Master, you are empowered to cut down the secondary objectives to drop it to a two-hour adventure.

EPISODE SEQUENCE

After the characters receive their Call to Action, the adventure will potentially branch off. If you are running in full form, the party will face a number of phenomenon that will suggest something supernatural is going on at the inn. This will lead them to explore the lower levels under the taproom, discovering the foundation of the tavern is the remnants of the wizard tower long ago lost to ruin.

After dropping into the haunted cellar, the adventure can diverge off, depending on if they go the way of combat or social interaction. There are also several rooms in the cellar for them to explore, gaining more insight on the Rymdyl family, and how the fall of the watchtower led to the village springing up over the ruins left behind.

ENCOUNTERS

This adventure will take place over the course of three encounters with a potential combat element (the last of which is inevitable), and two role playing or cut scene sections (which can be clipped or drawn out as you see fit and time allows). Each section should take 30-40 minutes, with the final pacing being left up to the DM.



KURTH
AVALLAR'S
BADGE



BLACK
WYVERN'S
BADGE

CALL TO ACTION

The adventure begins as the party enters and/or meets up at The Gyphon's Head Inn. If they have not played the first two volumes of the trilogy, they are simply traveling adventurers looking for a slight bit of rest out in the wilds of the Border Kingdoms. If they are a member of the Harpers, they have been directed here by their superiors to investigate the rising threat of tyranny in the area.

With some slight questioning of the innkeeper and patrons, they can find out about the state of the village in the current year. Guthryn will have a collection of information that he shares freely with the heroes if there is a Harper among them, or if they take his offer to turn the Black Wyvern in to face justice.

- The Gryphon's Head Inn is rumored to be built on the foundation of the mage tower that was constructed by Elaztara Rymdyl, the half-elf mage that the village was named after.
- The ruined watchtower standing above the village was built by the Warlord Rymdyl, a self-styled protector of the lands nearly a century after the fall of the wizard for which he, and the village, gained their names.
- The common folk avoid the tower due to its state of near collapse, the "bones that dance at night", and the "spirits the float on the winds."
- An oracle among the Harpers gave Guthryn insight that the figure known as the Black Wyvern, who has been leaving his mark on the Border Kingdoms, will make his presence known in the village sometime within the tenday.

If the characters wish to speak with the residents about the inn or the village, they find that most people are tight-lipped with outsiders. Anyone that succeeds on a DC 10 Wisdom (Insight) check can determine that they simply need to earn the trust of the people, which can be done with the purchase of drinks, or the sharing of stories. Not many folk stop by and share stories, especially those of heroics, with the common folk. A little bit of honey can go a long way with these people.

After the characters have had some time to bribe the commoners, or tell them a tale or two of their adventures (feel free to let the players role play this out if time allows), give them the following cut scene (or summarize it for them):

WHISPERS FROM THE FIRE

As the night winds down, you have shared drinks and a meal with Guthryn, as well as a couple of drinks and shared stories with the common folk of Rymdyl. With the hearth fire burning low, and many of the people having made their way home, an older shepherd named Bothin Deepot steps up to the table with a pipe in hand.

"I have to tell you," he begins with a simple slit of a mouth, "And I mean no offense, young sir."

He takes a seat when it was offered by the Harper at your table. He leans back comfortably, taking several tokes on the pipe. The sweet smoke rolls around his head like some dragon trading tales with friends.

"The spirits have always been restless. But as of late, they have been kicking up a bit more than usual. Every night since, y'all made your way into town."

As he nods towards Guthryn, a whisper floats through the taproom. The eerie voice echoes the chanting of a spell.

Looking about the room, you spot the image of a female wizard arching and dancing in the hearth fire. She steps out from the fireplace and starts to walk across the room. It makes its way toward the circular stairwell and disappears into the floor.

As you trail back from the stairs towards the hearth, you see no sign of burn marks along the floor. Passing along toward the fireplace proper, you are stopped by the sight of a shadowy skull attached to the billowy form, half sunken into the floorboards. Seeing you, it opens its mouth in a soundless call, dropping further into the floor and out of sight.

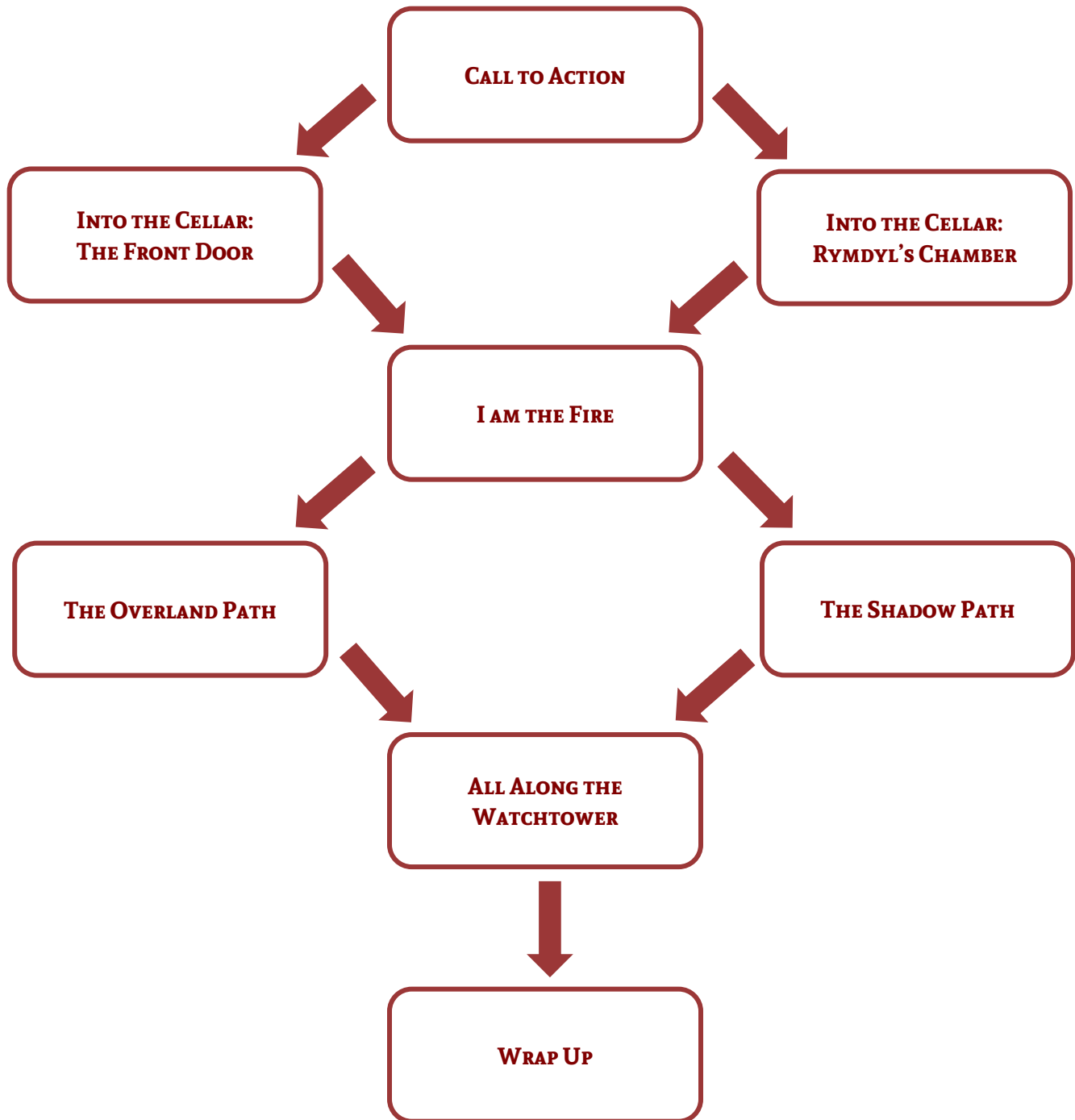
Bothin will confirm that the shadowy figure was definitely one of the "spirits that float on the winds" the villagers speak of. The fire spirit is something new. Something none of the people of Rymdyl have ever seen.

Guthryn will point out the sound that drew their attention in the first place was a chant. One that he thinks is arcane in nature – at least in his experience. Take that as you will, as he is a spy, not a wizard.

Regardless, he thinks an investigation of either of these creatures is in order. He cannot do so himself, as he has to wait for the appearance of the Black Wyvern. If the party is willing to take this on, he offers to let them know when the Black Wyvern shows up, and he takes the chance to remind them that his faction is looking to capture the warlord and bring him in to face justice.

EPISODE FLOWCHART

This section should provide you, the DM, with a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.



INTO THE CELLAR

THE FRONT DOOR OR RYMDYL'S CHAMBER

PREREQUISITES

The characters followed either the ghostly spirit or the fire spirit. Those entering under the stairs are going through the front door. If they find the hidden entrance in the hearth, they will arrive at the wizard's chamber.

AREA INFORMATION

DIMENSIONS & TERRAIN

All of the ceilings in the cellar of the mage tower are 12 feet in height. The doors are all extra wide (8 feet) to allow for large creature to squeeze through more effectively. All of the floors are made of worked stone and are smooth.

LIGHTING

As heroes walk through the tunnels, small lanterns hanging from the sconces will flare to life with a reddish glow that extends out to 30 feet in bright light.

TRAPS & PUZZLES

The summoning circle in her main chamber is set with a *glyph of warding*. If the circle is activated or deactivated without the use of her secret keyword (alabaster), the glyph, a fireball, will explode out from it to encompass the room. (8d6 fire damage, DC 15 Dex save for half damage) There is a similar glyph in the wizard's chamber. If either one is triggered, the mage's spirit will begin as hostile.

OBJECTIVES

The goal for the heroes is to identify the spirit of the wizard, Rymdyl, and either free her or interact with her to make peace. There are a number of ways to go about this. The obvious method is to enter into combat with her and disperse her into the afterlife. If the adventurers manage to not draw her ire, they can parlay and possibly win her over to their side.

No matter which method they choose to deal with the spirit, once they have completed this, they will be alerted to the approach of the Black Wyvern. They will then either make their way overland to the Ruined Watchtower, or through the Shadow Path to the same location.



Playing the Pillars

COMBAT

If the party has activated either of the traps in the cellar, Rymdyl's spirit will begin as hostile to them. Refer to the summoning chamber for tactics and cut scene to initiate the combat.

EXPLORATION

The characters may stealth through the chamber under the mantle to pick through the journal and remnants of the mage's teachings. Refer to the summoning chamber for a cut scene to complete this pillar.

SOCIAL

The mage died at the hands of a rival wizard. The mage duel killed her, leaving most of her tower destroyed. See the summoning chamber for talking her over to their side for her aid.

CREATURES/NPCs

The main part of the cellar contains the wizard, Rymdyl (a modified **banshee**), and 1-2 summoned **fire elementals**. If drawn into combat, all of them will fight to the death, with the elementals mimicking the rage of the vengeful spirit.

OBJECTIVES/GOALS

The banshee is what remains of the wizard, Rymdyl. She has two goals in her undeath: find a way to secure her family's legacy, and failing that, find her peace in death and move on. There is the power within the tower above the village that, when combined with her magic, can potentially return her to her place in protection of the Border Kingdoms. Dispatching her, and then performing a proper burial ceremony, will put her soul to rest as well.

She also possesses the knowledge of how to restore the watchtower to full height and power. This is a task that will require some amount of power, but if accomplished, it will act as a beacon for the Black Wyvern and his strike force, which is the primary goal – to capture the Black Wyvern.

WHAT DO THEY KNOW?

Guthryn will have passed along the knowledge that the Black Wyvern is seeking power, and if the dead are strong enough to manifest here, that will definitely be a draw for him. Additionally, if the mage is truly as powerful as the legends say, she will likely be able to resist his lure, unlike the mindless dead he has been using to strike at the outlying villages.

The mage tower's foundation does lay beneath the taproom of the inn. If the power is to be found, or if an accord is to be struck with the spirit, it is in this hidden cellar that it will happen.

WHERE IS THE GHOST?

Currently the spirit has taken residence in the summoning chamber, the largest space in the cellar. She eternally goes through the motions of summoning elementals to do her bidding, even if they never answer her call. She has managed to retain some of her creatures, even in death. Her affinity for creatures of fire has held with her in death.

Her fire elementals are bound to the summoning circle, which is also the method for entering the shadow walk that leads to the watchtower. If the heroes attempt to draw open the portal or summon the bound creatures without first using the mage's password (albatross), it triggers the ward, releasing the *fireball* stored within.

TIMING AND EXPLORATION

Allow the players plenty of time to explore the area, especially if they enter from the mage's chambers, where background information on the family is available. Feel free to remind them of the approach of the Black Wyvern if they start to run short on time.

1. ENTRANCE CHAMBER

AREA INFORMATION

DIMENSIONS & TERRAIN

The south end of the chamber has a ladder that leads up to the hidden trap door, which is accessed below the spiral staircase that leads up to the rooms from the taproom of the inn. Along the west wall next to the ladder are hooks set into the wall. Scraps of cloth are littered under one of the hooks, the remains of a single cloak from decades past.

To the east, a single door leads to a guest room with a pair of cots and not much else. Dust covers everything in the room with no sign of any disturbance of it in years.

To the north, a pair of double doors are set with a heavy lock. Worked into the surface is a bas relief showing a tall, thin, half-elven woman dressed in robes, holding a staff high above her head as fire rains down from above. If the characters do not have the key (found in area 4), they can open the door with a successful DC 20 (Thieves' Tools) check. If they are still unable to open the door, it can be forced with a successful DC 18 Strength (Athletics) check, as the hinges are less solid than the lock itself.

2. GUEST ROOM

AREA INFORMATION

DIMENSIONS & TERRAIN

Each cot left in this room is set for guests. Any bedding on it has long since been left in tatters, and the mattresses have become infested with critters over the years. The magic of the cellar has left the bugs in a stasis until they are roused by someone sitting, laying, or pushing on the bed. If either mattress is disturbed, a **swarm of rot grubs** rises out of it to feed off the person disturbing them.

3. WIZARD'S STUDY

AREA INFORMATION

DIMENSIONS & TERRAIN

Rymdyl used this room as a study and a place to entertain people who would visit. The bookshelves have been left to mold over, and the cushioned chairs are still solid, but the cushions have all deteriorated. Against the east wall there is a ladder that leads up to another hidden door. This one opens under the hearth plates to the taproom above. To either side of the ladder are hooks set for holding cloaks, jackets, and hats.

To the north is a door that is barred on the den side of the door. The heavy wooden door with iron

banding is solid and requires a successful DC 20 Strength (Athletics) check to knock down, assuming the characters are coming from the direction of the summoning chamber.

A curtain of thick greenish colored ropes hangs down across an archway to the south, leading into another chamber.

Note. If the characters search through the books, a successful DC 18 Intelligence (Investigation) check reveals that many of them are of no use. However, there is one that is the remains of a spellbook. It contains the spells for *burning hands*, *fireball*, and *conjure minor elementals*. Another book that hasn't completely succumbed to the ravages of time looks to be a journal. Ryndyl's notes on her magic and life in the village are within. Inscribed in the cover of this journal is the single word written in Draconic, "albatross."

TRAPS/PROTECTIONS

Any character stepping through the green rope curtain without giving the password (albatross) will trigger the trap within. Each character stepping through the curtain needs to make a successful DC 15 Constitution saving throw, taking 14(4d6) acid damage on a failed save or half as much with a success.

4. MAGE'S CHAMBER

AREA INFORMATION

DIMENSIONS & TERRAIN

The bedchamber rises to the full 10-foot height (like the rest of the cellar), and is made of a similar smooth, worked stone. The floors of this chamber are covered with a thick carpet in a deep orange color. The four poster bed in this room is intact, with the bedding made. The entire room has the look of a chamber that has been cleaned recently. There is no dust, and no signs of mold or rot. A wardrobe stands in one corner.

ITEMS OF NOTE

The only thing odd about the bed within this chamber is the fact that it has not shown signs of dust or rot. Otherwise, it is a simple (if not elegant) bed. The carpet is thick, lush, and free of any rodents or insects – but otherwise normal. A quick search of the wardrobe will produce a set of clothes, including a simple gown, embroidered slippers, and a small silver locket. In the pockets of the gown are three polished stones, each with a different rune on them (touchstones for the summoning circle). The silver locket bears a small painting of a young elven boy. On the opposite side of the painting is the inscription "My Little Albatross."

5. SUMMONING ROOM

AREA INFORMATION

DIMENSIONS & TERRAIN

This room is done in a white stone, with rust and grey streaks and veins in the stone. Two pedestals stand at opposite corners of a platform leading up a raised circle. The glowing red runes outline a circle that is clearly arcane in nature. The pair of pedestals are set in a way to lend towards the image of being set to hold a tome or scroll for a ritual of some sort.

Double doors to the south are set with a heavy lock (engaged from inside the room), as is the single door to the northeast (with similar stats for opening at the double doors (see "Entrance Chamber" above).

CREATURES/NPCs

The spirit of the mage, Ryndyl, stands between the two pedestals in the near ethereal plane. She watches with a touch of ire as these flesh creatures walk among her home. The modified **banshee** is willing to talk, unless the players have set off any of her wards. In the event that she attacks (or is attacked) her **fire elemental** springs to her defense (see below).

WORDS AS WEAPONS

In the event that the heroes don't trigger her wards right away, she will attempt to communicate with them. She will open with a disembodied voice through the chamber...

CUT SCENE

As you make your way about the room, taking in the scene of the glowing rune circle on the platform above, an eerie echo rolls through the chamber, dying as the voice hits the walls.

"What is your purpose here, mortal? Why do you disturb my home?"

As you look around, trying to find the source of the voice, the spectral image of the woman you spotted in the taproom above shimmers into view between the pedestals and the arcane circle.

"Well? Explain yourself. I am curious. I received so few visitors these days."

MOTIVATIONS OF THE MAGE

She has several motivations in striking a deal with the adventurers. She wants to secure the village against the evil rising in the lands all around her former home. A series of three (3) separate Charisma (Persuasion or Deception) checks will bring her over to their side. The same number of failures will cause her to become instantly hostile (see "I am the Fire" below). Each check has a DC 18 but can be made at advantage if the characters roleplay the interaction well or if they hit any of her triggers, which are as follows:

- She worries for her “Albatross” a young elf she fell in love with before her death. While this was centuries ago, he is still alive, but living as a hermit far to the north. She wishes to search for him.
- Vengeance. A red wizard of Thay is the wizard that slew her. She wants few things more than the chance to extract her rage on him. He is still active, but as a lich, not a mage.
- Protection. She wants to reconstitute the watchtower to protect the village and kingdom from the powers of darkness.
- She had a vision of the Watchtower being taken over by the Wyvern. In it, she saw him gathering a force of the undead to lead against Emrys.

I AM THE FIRE

If the characters set off the wards or attack as soon as she reveals herself, a fight ensues. Initiate the combat (rolling of initiative) below, including a held action she had if she was even slightly aggressive.

CUT SCENE

“It is as I have always known,” she sneers at you. Her eyes sink in, darkening as they do, and her grin widens further than can be called natural. “The living are not to be trusted.”

Her mouth opens wide as her arms stretch into the air. A piercing scream strikes through you, draining the strength from your limbs. It ends with her cry of “I am the Fire!”

Her form shimmers, and she appears far across the room in the corner. In her place stands a humanoid form comprised completely of flame.

TACTICS

She releases her banshee wail and conjures up her fire elemental minion, switching places with it (placing her on the arcane circle). Add an additional **fire elemental** for a **very strong** party.

SECONDARY OBJECTIVE

If the characters disperse the banshee, she will dissipate with the final words of, “Get to the tower. Protect the village.” With the Shadow Path closed to them, they have no choice but to go the Overland Path (see below).

If they manage to win her over to their side, she will use her magic to open the Shadow Path for them, letting them know that, while dangerous, it will be safer than going overland. She will also reach into her largest elemental and pull the crystal from its chest, binding it to her chamber. She will hand it over to the party, telling them it will guide them through the darkness, claiming it is “the Heart of the Tower.”

In the event that they use the touchstones found in the mage’s chamber to complete the ritual to open the Shadow Path (DC 20 Arcana check), they will be able to enter the path on their own, but with the mage’s spirit following them.

Either through allying themselves with Rymdyl, or her following them to the tower, they have the opportunity to complete the ritual to reconstitute the watchtower. A boon to the region and to the characters in the coming battle.



THE OVERLAND PATH

A LITTLE MAYHEM

PREREQUISITES

The characters resolved the previous encounter through combat. As such, the only path to the Watchtower is the Overland Path out the back of the Inn.

AREA INFORMATION

DIMENSIONS & TERRAIN

The path up the side of the hill toward the ruins of the Watchtower is strewn with broken stone, patches of dried grass, and leafless trees – a dead zone. From under the broken earth and dead trees, the touch of death is all around. As if the rumors of the villagers are true.

LIGHTING

The night is mostly cloud free, with a half-moon providing dim light through the area. At small intervals, motes of light float through the terrain, the remainders of some spirits that still walk through the ruins.

TRAPS & PUZZLES

As the players make their way up the hillside, skeletal hands and vines reach up from cracks in the ground to grab at their feet. Treat the entire walk as difficult terrain, slowing their progress.

OBJECTIVES

As the characters make their way up to the Watchtower, images granted from the fall of the mage's ghost mark it as the target of the Black Wyvern. This will involve avoiding or defeating the undead that block their path.

COMBAT

The straightforward path leads the party through hordes of the undead. Each wave will produce 10 **zombies**, with another wave coming on turn 3 of combat. Once the party has fought through 3 waves of undead or have made their way through a wave before reinforcements arrive, they make it to the tower. The grasping hands make all terrain difficult terrain and impose disadvantage on all attack rolls.



Playing the Pillars

COMBAT

The straight path up to the tower will put the party in the path of hordes of the undead. Every step will be hard won and pressed through the dead rising up from the ground as well as those attacking.

EXPLORATION

It is possible for the party to sneak around a flank. The vines and clawing hands will still harass them along the way. A successful DC 15 group Dexterity (Stealth) check will get them past. A successful DC 17 Constitution saving throw is required to avoid 1d3 levels of exhaustion from the attempt.

THE SHADOW PATH

BEYOND THIS PORTAL

PREREQUISITES

The characters resolved the previous encounter through a ritual or social interaction with the ghost. As such they are taking the Shadow Path up the hillside to enter directly into the ruins of the tower.

AREA INFORMATION

DIMENSIONS & TERRAIN

The path leads through a plane that is adjacent to the Shadowfell, the only thing splitting it from the Far Realms. As such, the shadow here is thick, clinging to them as they go. It is very difficult to travel through, making the path slow going.

LIGHTING

Dim light is the best you can hope for in this plane. The further they go off the path, the darker it gets. In the wilds of this plane, the darkness is so great that not even darkvision can cut through it.

DANGERS

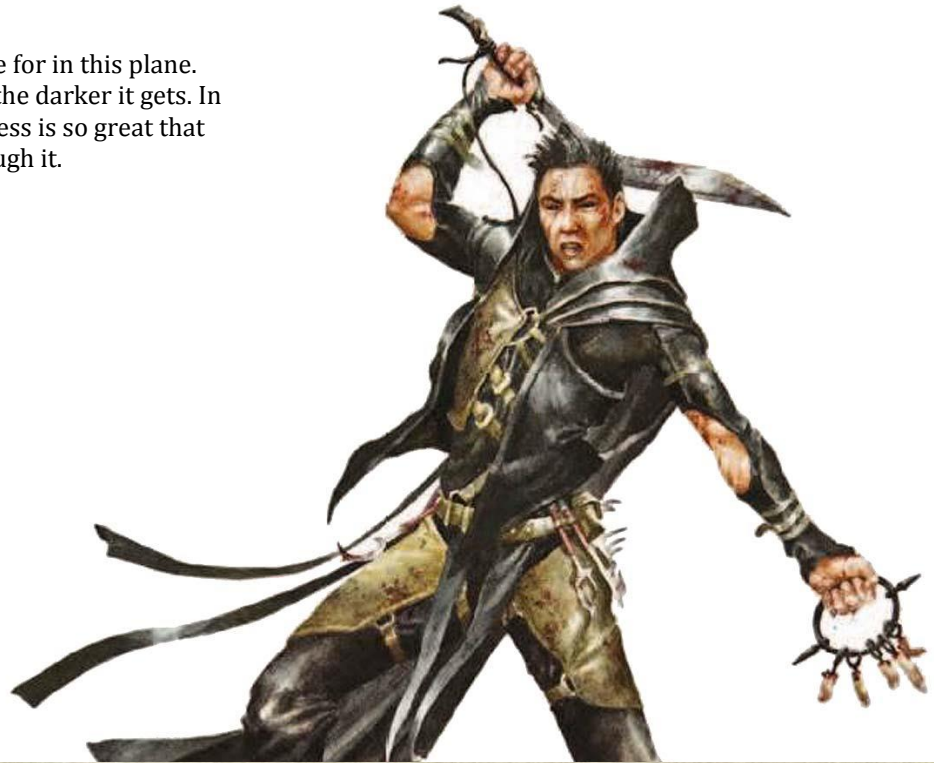
If they travel too far off of the path, the heroes can become lost. Unless they can find their way back to the path, they will be considered lost in the Shadowfell, to find their own way back.

OBJECTIVES

To make their way to the Watchtower. The mage's ghost has convinced them that the Black Wyvern is targeting the tower as a forward operating base in his campaign against the kingdom of Emrys.

CREATURES

The exit from the Shadow Path to the Watchtower is guarded on the shadow side by an **elder oblex**. It is bound here by the arcane workings of a wizard long since dead. It is drawing sustenance from the arcane energies of the tower on the other side of the exit.



Playing the Pillars

COMBAT

The party can opt to simply strike out at the guardian of the door to fight their way past. It has perched on the path, down an incline that leads up to the landing where the portal is.

EXPLORATION

The party can opt to lead off the path to avoid the guardian. A successful DC 10 group Dexterity (stealth) check will keep them hidden. A successful DC 17 Constitution saving throw is required to avoid 1d3 levels of exhaustion.

SOCIAL

The oblex wants to be free. If the party convinces it they will entreat the mage (or a mage) to unbind it to the entrance with a successful DC 18 Charisma (Persuasion) check, or if they intimidate it with a successful DC 20, Charisma (Intimidation) check, it will let them pass.

ALL ALONG THE WATCHTOWER

THE RUINS OF RYMDYL TOWER

PREREQUISITES

The characters followed either the Overland Path into the front door to the tower, or they were transported there through the Shadow Path. As dawn approaches, they catch sight of the Black Wyvern approaching the village.

AREA INFORMATION

DIMENSIONS & TERRAIN

While the tower is in ruins, there is at least 10 feet of wall surrounding its main hall. The southern side (overlooking the village) has a balcony 16 feet over the front door, allowing for an overlook as the enemy approaches. All safety walls around it are gone, however, leading to a drop to the courtyard or tower interior.

LIGHTING

The night is mostly clear. A half-moon provides dim light through the area. Several motes of light will flit between the stones in the field before the tower.

PRIMARY OBJECTIVE

Defeat the Black Wyvern's strike team (his former party raised in undeath), and capture him to bring him to face justice.

CREATURES/NPCs

The force they face is led by the Black Wyvern (a **veteran** with a 20 AC, wearing plate mail and a shield), and consists of a **swashbuckler**, an **evoker**, and a **bard**. All with the undead keyword, and immunity to poison. If you have a very strong or deadly party, you can switch out the **bard** with a **war priest**.

SECONDARY OBJECTIVES

The secondary objectives are two-fold. The first is to restore the tower for use for the protection of the village and beyond. This involves completing a ritual using the Heart of the Tower. If they manage to

complete it before the strike force arrives, any characters on the top of the tower will have three-quarters cover, and the door can be secured.

Once the fight is over, they will face another secondary objective – to bring back the wizard, Rymdyl. The Heart of the Tower is bound to her magic. If the party wishes, they can remove the Heart from the Watchtower and smash it to use the magic within to raise her from the dead. Otherwise, they can keep it for themselves.

THE RITUAL

If the party can succeed in binding the stone the ruins of the tower, it will reconstitute into a small watchtower. It will provide three-quarters cover for any archers taking advantage of the top of the tower, and the ability to secure the entrance. The party will have a total of 5 rounds before the strike force is close enough to engage (start after reading the cut scene below). They will need to make 3 successful DC 18 Intelligence (Arcana) checks to complete the ritual before the enemy arrives.

RAISING THE MAGE

Smashing the stone once the fight is complete and shaping the energy with a successful DC 15 Intelligence (Arcana) check will allow the party to draw the spirit of the mage to the tower and return her to life. If they do this, they will earn the story award in the Adventure Rewards section.

CUT SCENE

From your perch atop the tower, you see the enemy below as the sun rises up over the trees. A knight in pitch-black armor sits astride a horse as his minions turn to make their way up the hill. The mounted knight nods to another warrior in plate armor before turning back to the west.

Even from this distance, you can see the standard of the Black Wyvern emblazoned on the shield of the warrior. Drawing his sword, he points up toward the tower. After barking commands to his strike force and following them up at a distance, it becomes apparent to you that something is wrong with his companions. Their movements have the stiff gait of zombies, or the recently raised dead.

Unlike most zombies, you watch as the wizard in the group begins the incantation of a spell, placing up a shield above the group as they walk closer. This is not going to be your standard zombie hunt.

WRAP UP

If the party raises the mage from the dead, she will shower her gratitude upon them. She wishes for nothing more than to take her place in defense of the kingdom from this dark knight that sent the Black Wyvern to her home. Well, that and to find out what has happened to her lost love.

Guthryn will make his way up to the tower after the sun has come up. He has sent a message through a spell to the authorities in Emrys, asking them to make their way to Rymdyl to collect the upstart Black Wyvern. He offers you the thanks of the Harpers as well as the people of the kingdom.

Upon being taken into custody, Orglast gives up his mentor. His cowardice gets the better of him, and the infamous Black Wyvern reveals that his lord is a dark knight of immense power. With a little mystical prodding from a cleric that traveled with the guard to collect him, he blurts out his last orders, which are to secure the watchtower, leaving his group of undead heroes there to defend it and then return to dark night in the west.

This evil knight is gathering an army to his side. His intentions are to take over the Border Kingdoms for his own, and his first target is Emrys.

No matter how powerful of magics the characters throw against the Black Wyvern, he does not reveal the name of the dark knight. The strain on his mind is so strong that he collapses into a comatose slumber. It seems the adventurers' fates lead west.

TREASURE & REWARDS

If saved, Rymdyl will offer to take pieces of the crystal that saved her life and place them into a ring for the heroes as a show of her thanks (see the "Magic Item Unlock" in Adventure Rewards for more information). She will also grant them the ***Burning Heart of Rymdyl*** story award.

If they chose to keep the crystal and not bring her back, it can still be placed into a ring for the magic item unlock, but they do not gain the story award.

Magic Items. The crystal is formed into a *ring of fire resistance*. While worn, it will also protect the wearer from temperatures as low as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit.



ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 2 advancement checkpoints and 2 treasure checkpoints for **completing the adventure**. In addition, they receive 1 advancement checkpoint and 1 treasure checkpoint for completing each of the each of the **bonus objectives** below.

- **Bonus Objective 1:** Put the spirit of the wizard, Rymdyl, to rest.
- **Bonus Objective 2:** Restore the watchtower above the village.

PLAYER REWARDS

The characters earn downtime and renown as outlined in the *D&D Adventurers League Dungeon Master's Guide* for completing the adventure. In addition, they earn the following player rewards for **completing the adventure**:

MAGIC ITEM UNLOCK

Characters completing this adventure unlock the following magic item. Once unlocked, the item may be purchased once using treasure checkpoints. Once this item has been purchased, it's no longer available unless later unlocked by other means.

Ring of Fire Resistance. This ring imparts fire resistance to the wearer. Specifics on it can be found in **Appendix 4: Player Handouts**.

STORY AWARDS

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

Burning Heart of Rymdyl. You returned the wizard, Rymdyl, to life, earning her gratitude. The full information on this can be found in **Appendix 4: Player Handouts**.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests

APPENDIX 1: NPCs

The following NPCs and locations feature prominently in this adventure.

- **Gurthryn B. Law.** Human male, 30. He is dressed in clothes fancier than your average adventurer. If you didn't know better, you would think him a noble or a bard. Nobody else would wear such a ridiculous hat with such a bright plume.

Personality: He is full of sass and snark during most times. Though when doing business for the Harpers, he is rather single minded.

Ideal: It is my job to protect those that cannot protect themselves. I will always take assignments with my faction to do so.

Bond: I value the lives of others over myself

Flaw: I'm a sucker for a pretty face, or a really nice bottle of whiskey.

- **Daerdrard Orglast, The Black Wyvern.** Human male, mid-20s. The son of a nobleman from Emrys, Daerdrard has never wanted for anything in his life. This didn't stop him from always wanting more. Purchasing the finest armor and weapons, he took to the road as an adventurer, but didn't do well, as he is the only surviving member of his party.

Personality: Annoying and aloof. He is full of himself and is in full belief that he is better than those who are not of noble birth.

Ideal: Only through strength can one truly lead.

Bond: Fear is a form of strength. You can always lead through strength easier if your subjects fear you.

Flaw: I will always sacrifice those I travel with for my own well-being.



APPENDIX 2: CREATURE STATISTICS

BANSHEE

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +5

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

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Turn Immunity. While she is within her manor house or on the grounds of her estate, Lady Fidatov is immune to effects that turn undead. Any other undead within 60 feet of Lady Fidatov while her Turn Immunity is active has advantage on saving throws against effects that turn or destroy undead.

ACTIONS

Corrupting Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her than can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

BARD

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*

2nd level (3 slots): *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BLACK WYVERN (VETERAN)

Medium humanoid (human), neutral evil

Armor Class 20 (plate armor & shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

ELDER OBLEX

Huge ooze, lawful evil

Armor Class 16

Hit Points 115 (10d12 + 50)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	21 (+5)	22 (+6)	13 (+1)	18 (+4)

Saving Throws Int +10, Cha +8

Skills Arcana +10, Deception +8, History +10, Nature +10, Perception +5, Religion +10

Condition Immunities blinded, charmed, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this distance), passive Perception 15

Languages Common plus six more

Challenge 10 (5,900 XP)

Amorphous. The oblex can move through a space as narrow as 1 inch wide without squeezing.

Aversion to Fire. If the oblex takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Innate Spellcasting. The oblex's innate spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *charm person* (as 5th-level spell), *detect thoughts*, *hold person*

3/day each: *confusion*, *dimension door*, *dominate person*, *fear*, *hallucinatory terrain*, *hold monster*, *hypnotic pattern*, *telekinesis*

Sulfurous Impersonation. As a bonus action, the oblex can extrude a piece of itself that assumes the appearance of one Medium or smaller creature whose memories it has stolen.

This simulacrum appears, feels, and sounds exactly like the creature it impersonates, though it smells faintly of sulfur. The oblex can impersonate 2d6 + 1 different creatures, each one tethered to its body by a strand of slime that can extend up to 120 feet away. For all practical purposes, the simulacrum is the oblex, meaning the oblex occupies its space and the simulacrum's space simultaneously. The slimy tether is immune to damage, but it is severed if there is no opening at least 1 inch wide between the oblex's main body and the simulacrum. The simulacrum disappears if the tether is severed.

ACTIONS

Multiattack. The elder oblex makes two pseudopod attacks and uses Eat Memories.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (4d6 + 3) bludgeoning damage plus 7 (2d6) psychic damage.

Eat Memories. The oblex targets one creature it can see within 5 feet of it. The target must succeed on a DC 18 Wisdom saving throw or take 44 (8d10) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the greater restoration or heal spell. Constructs, oozes, plants, and undead succeed on the save automatically.

While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes unconscious for 1 hour. The effect then ends.

When an oblex causes a target to become memory drained, the oblex learns all the languages the target knows and gains all its proficiencies, except any saving throw proficiencies.

EVOKER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Spellcasting. The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): *fire bolt**, *light**, *prestidigitation*, *ray of frost**

1st level (4 slots): *burning hands**, *mage armor*, *magic missile**

2nd level (3 slots): *mirror image*, *misty step*, *shatter**

3rd level (3 slots): *counterspell*, *fireball**, *lightning bolt**

4th level (3 slots): *ice storm**, *stoneskin*

5th level (2 slots): *Bigby's hand**, *cone of cold**

6th level (1 slot): *chain lightning**, *wall of ice**

*Evocation spell

Sculpt Spells. When the evoker casts an evocation spell that forces other creatures it can see, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

FIRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each turn.

SWARM OF ROT GRUBS

Medium swarm of Tiny beasts, unaligned

Armor Class 8

Hit Points 22 (5d8)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	7 (-2)	10 (+0)	1 (-5)	2 (-4)	1 (-5)

Damage Resistances piercing, slashing

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

Senses blindsight 10 ft., passive Perception 6

Languages —

Challenge 1/2 (100 XP)

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

ACTIONS

Bites. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned.

If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.

SWASHBUCKLER

Medium humanoid (any race), any alignment

Armor Class 17 (leather armor)

Hit Points 66 (12d& + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

Multiattack. The swashbuckler makes three attacks: one with a dagger and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

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



WAR PRIEST

Medium humanoid (human), neutral evil

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Senses passive Perception 13

Languages Common, Dwarvish

Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light*, *mending*, *sacred flame*, *spare the dying*

1st level (4 slots): *divine favor*, *guiding bolt*, *healing word*, *shield of faith*

2nd level (3 slots): *lesser restoration*, *magic weapon*, *prayer of healing*, *silence*, *spiritual weapon*

3rd level (3 slots): *beacon of hope*, *crusader's mantle*, *dispel magic*, *revivify*, *spirit guardians*, *water walk*

4th level (3 slots): *banishment*, *freedom of movement*, *guardian of faith*, *stoneskin*

5th level (1 slot): *flame strike*, *mass cure wounds*, *hold monster*

ACTIONS

Multiattack. The priest makes two melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

REACTIONS

Guided Strike (Recharges after a Short or Long Rest).

The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8+9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

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

ACTIONS

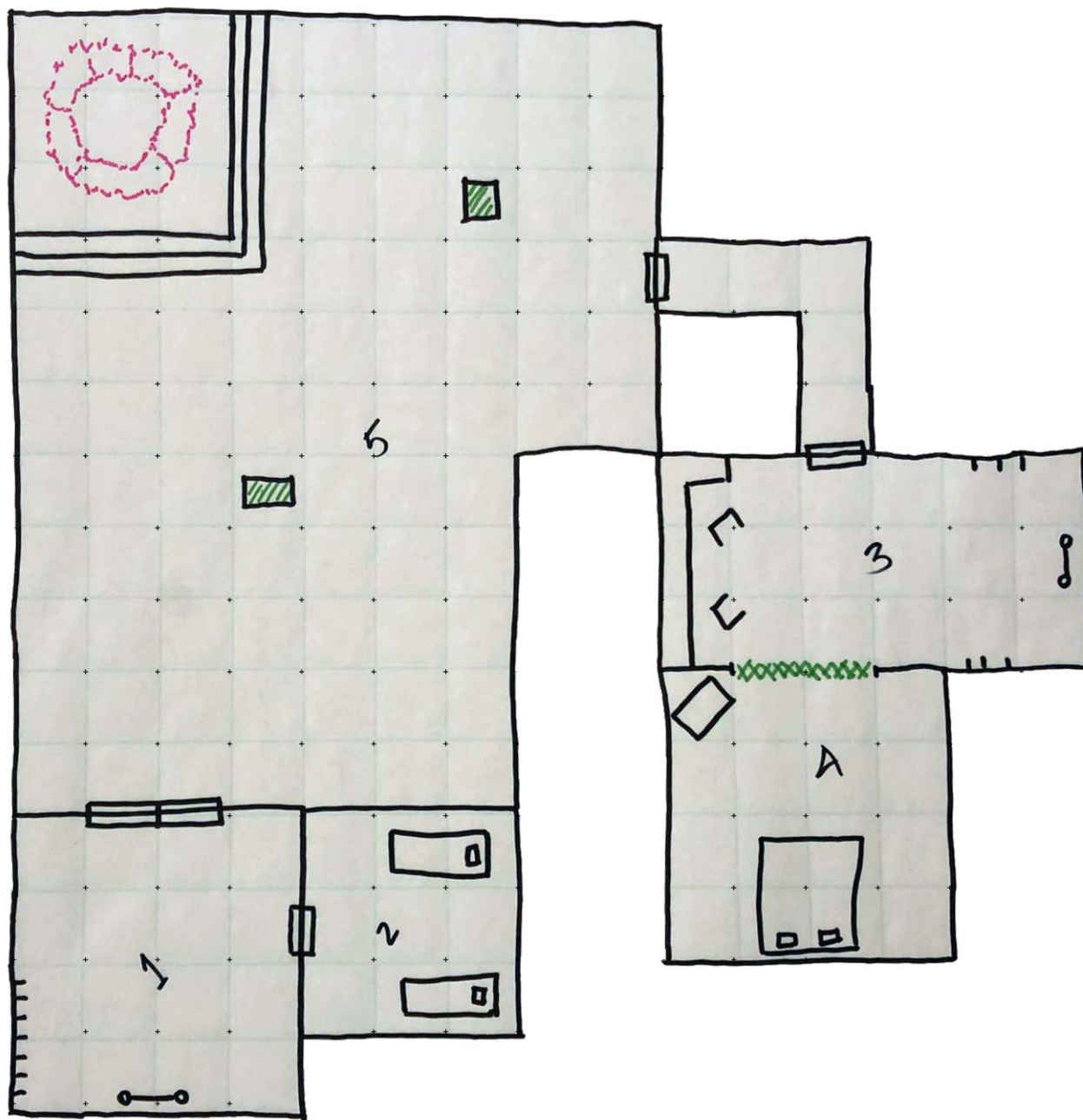
Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.



APPENDIX 3: MAPS

CELLAR OF THE GRYPHON'S HEAD INN

Scale: One square = 5 feet



APPENDIX 4: PLAYER HANDOUTS

During the course of the adventure, the characters may unlock or acquire the items below. If you are distributing these to your players, print as many as you need to ensure all eligible characters receive a copy. Alternatively, allow each player to take a picture of the information with their mobile device.

MAGIC ITEM UNLOCK

RING OF FIRE RESISTANCE

Ring, rare (requires attunement), Table G

This ring holds a red crystal set in a silver band carved to look like a ring of flames. It was formed from the Heart of the Tower after your adventures in the village of Rymdyl. The life and magic of mage and a fire elemental have formed this item.

You have fire resistance while wearing this ring. In addition, it has the Temperate minor property, which means you suffer no harm from temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit while it is equipped.

This item can be found on page 192 of the *Dungeon Master's Guide*.

STORY AWARDS

BURNING HEART OF RYMDYL

You brought the wizard, Rymdyl, back to life, sacrificing the Heart of the Tower – a powerful magical crystal – in the process. You have earned her respect, her thanks, and her favor. You have advantage on all Charisma (Persuasion) checks while within the kingdom of Talduth Vale. You also have her favor in any future dealings with Rymdyl.

APPENDIX 5: DUNGEON MASTER TIPS

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

ADJUSTING THIS ADVENTURE

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you're not bound to these adjustments; they're here for your convenience and consideration.

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

A WORD TO THE WISE

This is the first module in a long storyline that may take a couple of years or more to see to fruition. There might be questions the players have that you cannot answer. That is okay. Keep them on track and let them know their questions might well be answered in a future adventure. Have fun!

NEW TO D&D ADVENTURERS LEAGUE?

Welcome to the D&D Adventurers League! [You can learn more about this global organized play campaign on our website.](#)

NEW TO THE BORDER KINGDOMS STORYLINE?

Gamehole Con has been granted the ability to develop CCC (Convention Created Content) adventures for the Border Kingdoms. No other convention or organization outside of Wizards of the Coast has been granted this ability. Their region guide was written by Ed Greenwood and [you can get your copy on dmsguild.com](#). Border Kingdoms adventures can be run just the same as any other Adventurers League-approved content.

NEW TO BEING THE DUNGEON MASTER?

A plethora of great Dungeon Master advice can be found all across the internet. New DMs are urged to purchase a copy of the Dungeon Master's Guide and join our Facebook ([player group](#) and [DM group](#)) and [Twitter discussions](#).

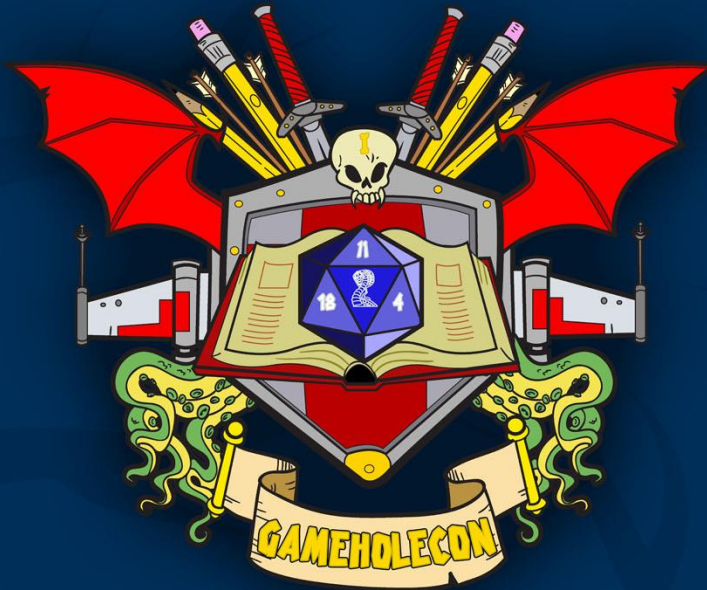


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