

CCC - Anime
1-2
For Dungeons and Dragons
Adventurers League



Let's Find the Sword GO!

A Two-Hour Adventure for 5th-10th level characters

Adventure Module CCC -Anime 1-2

*By David Knighton
Adventure Designer*



Let's Find the Sword, GO!

After learning that Daern's Blade, a relic that had protected the town of Hawksroost, vanished centuries ago, Sorrim requires assistance in locating it. An old halfling adventurer has learned rumors of the blade hidden within the Vanishing Hills. These same rumors also say that it may be guarded by something ancient. With the Festival of the Stars only a few days out, can the blade be found and returned in time?

*A Two-Hour Adventure for 5th-10th level characters
Optimized for five 7th level characters*

*By Dave Knighton
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Introduction

Welcome, to *Let's Find the Sword, GO!*, a D&D Adventurer's League™ adventure and part of the *Convention Content* for **Anime Banzai 2017**.

Though optimized for five characters of the seventh level, characters from level five to ten may participate. Characters outside this range cannot take part in this adventure.

The adventure takes place on the Moonsea in the area within and around the town of Hawksroost, in the Forgotten Realms campaign setting.

Adjusting the Adventure

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

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

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL 5-6	Very weak
3-4 characters, APL 7	Weak
3-4 characters, APL 8	Average
5 characters, APL 5	Very Weak
5 characters, APL 6	Weak
5 characters, APL 7	Average
5 characters, APL 8	Strong
6-7 characters, APL 9+	Very Strong

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

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the

adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Become familiar with the adventure's appendices and handouts.

- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

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

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. While it is okay to make considerable changes or engage in improvisation, be sure as you maintain the original spirit of what's written. Remember, you are the *final* arbiter of the game's rules.

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

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Background

A local priest named Sorrim is involved in the rebuilding of an out-of-the-way hamlet called Hawksroost. As part of the rebuilding, Sorrim resurrected the Festival of Stars, a local event that had not been held since the fall of Hawksroost some 200 years before.

During the previous year's Festival of Stars revival Sorrim tried to dedicate a shrine to his god Ilmater. The offering was shunned and Sorrim prayed upon his failure, learning that a past wrong must be made right to earn Ilmater's blessings.

Having learned that a relic known as Daern's Blade is necessary for a successful ceremony, Sorrim seeks those brave enough and of pure intent to locate the lost artifact in order to bring a time of solace to his god Ilmater.

The Festival of Stars

In a time before the archmages of Nethril learned magic from the high elves, Ilmater enjoyed his lot in the heavens. He was humble, patiently herding celestial cattle, and healing those who came to his farm. His deeds of compassion had become well known among the deities of the Realms. It was during this time that Ao heard of Ilmater's characteristics and knew that he had found a match for his youngest daughter.

Her name has been forgotten to time, but she was beautiful, and she would weave cloth from the wool of the celestial sheep, making clothing for the other Deities of Ao's court, yet her father knew that sadness gripped her heart. She spent so much of her time clothing others that she feared she would never find one with compassion and ability to love that mirrored her own.

Ao introduced his daughter to Ilmater, and they instantly fell in love. Soon though the celestial cattle began to roam wild, the clothing of the gods became tattered, and the divine sheep began to bray to be sheared disturbing the revelry of the gods.

The suffering of the gods and other beings of light became known to Ao. He was asked to find the reason for their widespread suffering. Ao had to look no further than Ilmater and his daughter to find the cause. They had become as one, spending all their time caring for each other and had neglected their duties to others.

In a fury, Ao sundered the two, sending Ilmater to Tyr and the Procession of Justice, to atone by easing the suffering of those beings on Toril. Ilmater was punished and told he would not to be

reunited with his beloved until the suffering on Toril was no more.

The tears of Ao's daughter filled the inner sea, but still he did not relent on his punishment. It continued until the humans pushed out the ogres and established Hawksroost, finding many the relics the area. In a tomb not far from the town, they found a sword that would come to be known as Daern's Blade. With this the founders of Hawksroost performed the first Passing of the Blade ceremony, where they took on the suffering of Toril for a short time, so that Ilmater could again be with his love.

The Passing of the Blade ceremony was performed annually during the Festival of the Stars until the fall of Hawksroost, when Daern's Blade went missing.

Location and NPC Summary

The following NPCs and locations feature in this adventure:

Hawksroost: A hamlet just far enough off the major trade paths to Damara and Vassa to be forgotten until the SALT Consortium found the Halls of Goldahroud. The Consortium is now using the wealth they have found to fund the rebuilding of the town as a base camp for further exploration of the tunnels.

Glumpen Swamp: A swamp that sits in the north-western side of Thar. Sauros Island stands in its center and once housed the stronghold of an ogre empire, now the fort holds only a few ogres.

The Kamayama Cave (Ka-ma-ya-ma): A gateway to another realm created by unknown architects from a time long ago. Inside this mystic cavern lie the Guardians, two creatures magically conjoined to protect the gateway.

Sorrim: A priest of Ilmater that seeks to restore Hawksroost to honor his god. He seeks Daern's Blade to perform the Passage of the Blade ceremony.

Oriel Phoenixfeather: (Or-ee-el Fee-nix-feather) An old halfling rogue and retired adventurer. Oriel was born in Hawksroost and was only a child when the town fell. Centuries of adventuring have left this old woman bitter and unapproachable to most people. With the rebuilding efforts of Hawksroost ongoing, she has moved back with her granddaughter to run the town's quartermaster shop, The Forgotten Shoe.

Solaris Phoenixfeather (So-lar-is Fee-nix-feather): A young halfling and granddaughter to Oriel. Solaris runs the day-to-day operations of the Forgotten Shoe, the quartermaster shop, within the town of Hawksroost. As she begins to come into her own, she can be found most days dreaming of adventures she hopes to one day have on her own.

Ashurbanipal (Aššur-bāni-apli): A travelling artificer who has recently taken an interest in Hawksroost due to the rumors that there are ancient treasure buried nearby.

Jeny Greenteeth: A green hag who dwell in the Quivering Forest, but has also been seen in other parts of the Realms. She is cruel and hateful, but can also fake kindness. No one knows her true motives.

Kijo Kiki (Kee-joh Kee-Kee): A young night hag from the Glumpen Swamp. The darkness of her skin matches that of her heart and she only wishes to further her own goals. Her current desire is to form a coven with the green hag Jeny Greenteeth and Baba Shaula.

Baba Shaula (Bah-bah Shoh-lah): A night hag who is questioning her own motives and desires in light of recent events. . By taking a young Kijo under her wing and searching out the green hag Jeny Greenteeth, Baba Shaula set in motion events that nearly lead to her demise. She has since distanced herself from the path of evil and opted to seek atonement for her actions. She wishes to assist adventures in obtaining the goals she once attempted to prevent.

Series Synopsis

The ANIME series consists of three adventures, ANIME 1-1 Legend of the Sword Bandit, Surprise!, ANIME 1-2 Let's Find the Sword. GO!, and Star Sword, Return!

In *Legend of the Sword Bandit, Surprise!*, the characters are asked to visit wise women in the foothills of the Western Galenas. The characters have the chance to participate in a ritual that will take them into the past to view the events the night the festival's ritual failed and displeased Ilmater.

In *Let's Find a Sword, GO!*, the players learn the possible location of the lost relic. The path takes them through the treacherous Glumpen Swamps and forces them to make a choice to prove their worth.

In the finale, *Star Sword, Return!*, the party has the chance to recover Daern's stolen blade and restore Ilmater's grace to Hawksroost.

Adventure Overview

The adventure consists of three parts

Part One. The party is recruited by Sorrim at the altar built to Ilmater. He explains the history of Daern's Blade and the Festival of the Stars. Then they are instructed to meet with an old halfling who lived in Hawksroost before it fell. Sorrim believes she has learned the location of the blade through her adventures.

Part Two. The party heads south to the Vanishing Hills. Along the way they find an eccentric artificer in need of assistance before entering the Glumpen Swamp and falling into the arms of three hags.

Part Three. Upon arriving at the Kamayama Cave, the group is presented with a riddle from the Guardians. Here they must make a sacrifice if they wish to begin their real search for the lost blade and learn its secrets.

Adventure Hooks

For each character, offer one or more of the following hooks as to what reason they may find themselves answering the call of Sorrim.

Previous Adventures. If the characters have previously participated in adventures around the Moonsea region or within Hawksroost itself may have heard about the call for adventurers from Sorrim.

Academic Pursuits. Rumors of an artifact that has been lost for a century now have begun circulating. If the rumors are true, this is the Daern's Blade. The opportunity to find such an important piece of history rarely comes along.

Treasure Hunters, Adventurers, and other undesirables. Sorrim has sent out word calling for adventures capable of a quest with unknown perils.

Harpers. Rumors of a lost relic have reached the ears of the High Harpers. Your faction has sent word to you to seek out these rumors, ensure that the artifact remains safe, and if possible bring it back for them to keep watch over.

Zhentarim: Sorrim's business partner, Larazmu, has a past with the Zhentarim. Although the debt he owed has been paid your faction leaders are curious as to what Sorrim is looking into. They have sent you to investigate further.

Order of the Gauntlet. Your faction leaders have heard news of Sorrim's call for aid and have sent you to assist in any way needed.

Part 1. Time is of the utmost importance

Expected Duration: 35 minutes

"Time? There is always plenty of time. You just have to know the right pockets to pick to find it." – Oriel Phoenixfeather

1a. The Shrine

Expected Duration: 10 minutes

General Features

The general features of the town of Hawksroost are as follows:

Light and Visibility. The players enter the center of town just as the sun crests the horizon shedding bright light across the shrine

Smells. The scent of fresh baked bread and pastries are starting to waft on the slight breeze blowing through the city.

Sounds. Aside from the few townsfolk starting their morning routines and a few songbirds in the distance, the air is still.

The characters have answered a call to meet Sorrim at the shrine to Ilmater located in the center of town. He requires assistance to track down a relic that has been missing for almost 200 years, Daern's Blade. Sorrim has learned that the sword needs to return to Hawksroost in order for Ilmater to bless the town and the coming festival.

As the sun crests the horizon, you all make your way to the center of Hawksroost. The sounds of birds in the distance and a few of the citizens starting their morning routine are all you hear. At the center of town, you find a humble shrine with an sculpture of a pair of hands bound in red cord sitting amongst several lit candles. Sitting, legs crossed, with a walking cane across his lap, is a human male. As you all approach, he turns to look at you; his face bears the time that comes with well over 40 winters, despite the dark hair and his physical stature. He stands, mumbling something under his breath, and turns to look at you.

"Thank you for answering the call. My name is Sorrim and time is of the utmost importance."

Sorrim beckons to the players to have a seat at the foot of the shrine. He thanks everyone again for coming and relates the following information.

- The time of the Festival of the Stars is drawing near
- The festival is a time for those who follow Ilmater to take his mantle of pain for a time so that he can be with his love, a goddess of old and daughter of Ao.
- The Passing of the Blade ceremony must be performed during the festival and culminates with the Tanzaku, a tradition of placing a wish written on a piece of parchment in a paper lantern to be hung in a tree. If Ilmater blesses the event your wishes may be heard.
- Until the previous year, the festival had not been performed in almost 200 years, since the fall of Hawksroost.
- Sorrim wishes to bring a short time of solace to his deity by performing a sacred ritual. However, during the previous year, it failed.
- Sorrim has learned that the reason Ilmater was unable to accept his offering was because the ritual must be performed with Daern's blade, a relic that once resided within Hawksroost but went missing during the fall of the town 200 years ago.
- The location of Daern's Blade may be known by the halfling, Oriel. Although she was a young child when the town fell, she was present and may know the location.
- A friend named Larazmu had already sent a group to locate the blade a tenday ago but they have not returned. He fears the worst. Sorrim did not believe this group to be of pure intent.
- If asked why Sorrim doesn't just ask Oriel himself the location he replies, "I will happily take all the pain and sorrow of all of Toril, but even with the grace of Ilmater himself, that halfling scares me."
- Sorrim is willing to offer what he can from the coffer up front as payment for a reward and to purchase any necessary equipment. He is hesitant to pay but knows that this party is his last chance at returning the blade in time. (300gp)

If the players ask more questions about the festival, share any information found within the adventure background section for the Festival of Stars. Both Sorrim and Oriel are able to explain the importance of the festival.

Once the players have finished asking questions, read the following:

Sorrin stands easily from his position on the ground. “Please help me find Daern’s Blade and return it to its rightful place within Hawksroost. You can find the halfling in the shop down the way.” Sorrin slowly raises his hand and points down the road to the south.

Role Playing Sorrin

A cleric of Ilmater who lost his faith, but had it restored through a harsh and taxing journey to find healing for his sick community. In attempting to honor his god, he has built a permanent shrine within the town of Hawksroost. However, after the Festival of the Stars from the previous year appeared to yield no blessings from Ilmater, Sorrin has been seeking ways to ensure this one will.

Sorrin goes by his last name and due to his sometimes-odd behavior and muttering to himself, he has earned the nickname “The god whisperer.”

Trait: I am dedicated to Ilmater and his tenants above all else.

Flaw: I find myself single minded, often forgetting the subtleties as I pursues my visions.

1b. The Halfling

Expected Duration: 20 minutes

After parting ways with Sorrin, the party works their way through town to a small quarter master shop. The building appears to have been rebuilt on the remains of an older foundation. A sign swings listlessly in the morning breeze as the rising sun emblazes the golden paint of a single shoe and in penmanship finer than this building deserves, the word’s “The Forgotten Shoe.”

As you open the door, a small bell rings above your head. The Forgotten Shoe is a well-stocked quartermaster shop with supplies lining its shelves throughout. At the far end of the building, a small head with long red hair appears from an open door behind the counter. “Hello there. We’re not open, but I’ll be with you in one minute.” The head disappears quickly back behind the open doorway. You begin to peruse the shops wears for several minutes before you hear the same soft voice come from behind the counter, “I apologize, it’s still quite early but never too early to help a customer. What can I get for you?”

After learning of the SALT (Search and Locate Treasure) Consortiums effort to rebuild Hawksroost, and the stories of a new potential cache of riches, many merchants travelled to this small town in hopes of selling their wares to passing travelers.

Two of those new residents are Oriel Phoenixfeather and her granddaughter Solaris. Heralding from Hawksroost prior to the fall and abandonment of the town, Oriel returned with Solaris and built the shop on the same foundation where the original Forgotten Shoe had once stood. It was here she was born and raised by her father, Vinfir.

Hawksroost is only a few days journey from Phlan, and as such easy to maintain supplies. Allow the players to make purchases if needed. Players can purchase adventuring gear at the cost of 50 gp or less and although it does not have much in the way of weapons, they can purchase simple weapons costing 1gp or less.

Role Playing Solaris Phoenixfeather

After Solaris’ mother died several years ago, her grandmother, Oriel, retired from her days of adventuring to tend to her. After learning that Hawksroost was being repopulated, Oriel took Solaris back to her hometown of Hawksroost to raise her granddaughter and set up a quarter master’s shop.

Solaris spends her days running the shop now as she sees it as a way to hear the stories adventurers coming through town bring with them. She grew up listening to her grandmother’s adventures and now that she has come into her own, she finds herself getting anxious and ready to strike out on her own.

Ideal: My grandmother is my world. I owe everything to her.

Flaw: I often find myself daydreaming about the adventures I have heard and the possibility of creating my own.

Solaris is very curious about hearing the stories of the party members past exploits. She is very keen on asking the players about sentimental trinkets that they have collected along the way. Make note of what the party members say, as this will play a part later in the story, but also keep an eye on time and cut players off if they begin to go into too much detail. Solaris is excited to hear stories but she is too excited to hear all of them from one character when there are more to be heard from the others.

Once the party has had time to talk about themselves, if they have not brought up Oriel already, Solaris tells them they need to meet her grandmother and hear all about her adventures.

“My grandmother would love all of you. I was just preparing her breakfast. Follow me” You all follow Solaris through the door behind the counter. This room doubles as a stock room for the shop and a quaint kitchen. Solaris grabs a tray off a counter and proceeds up a set of stairs. The sound of pups playing grows louder as you climb.

“Grandmother, I have your breakfast, and guests. You must meet these...”

Before Solaris can finish her sentence, she is cutoff by a gruff voice that sounds sweet yet oddly intimidating.

“Oh no child, you did not do this again did you? What have I told you about bringing strangers up here? You know I don’t like people.”

As you file into this small sitting room, you find an older halfling female with long braided red hair sitting next to a fire with a small dire wolf pup sleeping on a lap blanket draped across her legs. A half-dozen other pups are playing on the floor around the room. Solaris places the tray on a small table next to the older woman paying close attention not to disturb the small handmade doll set on it.

“Oh grandmother, this is why no one wants to visit you.”

“Good.” The old woman chuckles as Solaris pours hot water into a teacup.

Role Playing Oriel Phoenixfeather

In her younger years, Oriel was a feisty rogue adventurer. She spent decades moving from quest to quest with her companion Kev, a dire wolf, and as such has had her fair share of narrow escapes and near-death experiences. Between that and losing friends along way, she has become hardened and bitter, rarely letting people in. Believing she still has the strength to continue her journeys, she reluctantly retired from her adventuring days to take care of her granddaughter. Despite having to settle down she loves Solaris more than anything in the all Toril and will do anything to keep her safe.

Ideal: Keep your friends close and your enemies closer to the edge of a dagger.

Flaw: I will not let anyone else in. Friends either leave or die.

Oriel, a lightfoot halfling with long red hair, touched with grey streaks, is well into her second century of life. She has deep wrinkles and signs of laugh lines grace her cheeks, although a long lifetime of adventures and loss have left her hardened and rarely does the firm pout of her lips

curve into a smile. She prefers the company of her granddaughter and her litter of pups, bred down from her previous companion, Kev, a dire wolf. Although she comes off as very standoffish, a successful DC 13 **Charisma (Persuasion)** check will get the players on speaking terms with her. If they turn to Solaris for assistance in convincing her, have them make the check with advantage.

Oriel has seen death and stared it straight in the face. If a player wishes to intimidate the halfling they can attempt to do so with a DC 25 **Charisma (Intimidation)** check.

Oriel’s Past

Any player that participated in ANIME 1-1 realizes that this is the same halfling from Shadowroost. If the players recognize the doll on the table and ask questions about it or of Oriel’s father, Vinfir, they gain advantage on all checks in dealing with Oriel.

The party’s goal is to learn the location of Daern’s Blade and getting Oriel talking about adventures or asking her about her childhood are good ways to do this. If the party stales or doesn’t know what questions to ask, have Solaris step in and ask for them.

Oriel knows the following information:

- Oriel speaks of the last group asking about the blade not that long ago. “If they haven’t returned by now they won’t be returning any time soon.”
- Hawksroost fell to the attacks of Orcs and Ogres and was ultimately abandoned shortly after Daern’s Blade was taken from town.
- Although she was young, she remembers the head priest of Ilmater sneaking into an alleyway. Being a rogue at heart she followed and saw him pass the blade to a hooded figure. (Any character that played ANIME 1-1 may have seen young Oriel witnessing this pass off)
- Throughout her travels, she always thought about the blade and would research the possible whereabouts of it. Prior to her daughter’s passing, she came across a rumor of a hidden cave in the north east face of the Vanishing Hills.
- Oriel had drawn a map of what she believes is the location of the cave entrance. She’s willing to part with it, for a price. She asks for 5gp but can be talked down to 3gp with a successful DC 13 **Charisma (Persuasion)** check. A party member can also attempt to memorize the

map and make a DC 13 **Intelligence** check to recreate it.

- Oriel tells them the cave is a two-day journey at a fast pace but they could take the journey slower through the treacherous lands if they marched day and night.
- She does not know why the blade was taken, but if the rumors are true, it's guarded by several entities that should not be taken lightly.
- Oriel also knows that the only chance Hawksroost has of once again becoming a thriving town rests on the return of Daern's Blade.

If the players ask more questions about the festival, Oriel can relate any information from the background section, The Festival of the Stars. If time permits and they still have not heard any of the information pertaining to it, feel free to have Solaris talk about it while she escorts the players out.

When the players are through asking questions, read the following:

As you stand to leave Oriel's face turns somber. "Go carefully. Chances are I was not the only one who knew of the cave. Many have sought after the power of Daern's Blade for centuries." She shifts in her chair and you hear her old bones crack from the movement. "One last thing, only those of pure intent and willingness to sacrifice as Ilmater himself can find and poses the blade of his servant. Give of yourself to find the door." The old halfling turns her attention the bowl of soup her granddaughter had placed beside her. Solaris motions for you all to follow down the stairs.

Once the characters are ready, proceed to Part 2, below.

Part 2. Through the Swamp

Expected Duration: 40 minutes

"The journey of a thousand miles begins with the tap of a single hammer, and a good pack." – Ashurbanipal the Artificer

Travel Pace

In order to ensure the party makes it to the Vanishing Hills in time they have two options. They can force march through the night in order to keep a normal pace, or they can move at a fast pace in order to take a long rest. Both of these options come with consequences. If the party opts to a forced march, they have the possibility of incurring exhaustion points. If they move at a fast pace, they incur a -5 penalty on **Passive Perception** scores.

If the players decide to travel by means other than foot, as in the spell *phantom steed* for example, they will still come across all encounters as if by foot. Adjust all text blocks accordingly based on speed of travel and time of day they reach the encounter.

2a. The Tinkerer

Expected Duration: 15 minutes

This fastest route to the Vanishing Hills is straight through the Glumpen Swamp. When the party is ready to head out read the following:

On the south end of the town, a dirt road leads out into the marsh and the Great Grey Land of Thar. The still early morning sun glistens off the dew hanging from the reeds. In the distance, you see the outline of the Vanishing Hills, barely visible through the haze coming off the Glumpen Swamp.

Several matted down areas of the marsh give way for hunting parties and wagon trains through the three-foot tall plants. Some of these are almost 10 feet wide with deep wagon wheel ruts. A DC 10 **Wisdom (Survival)** check, with advantage if other players wish to assist, reveals that one-path shows signs of more use than the others and appears to move in a more direct route south.

If the players fail the check and take any route other than the main one, read the following:

After almost an hour, the path you are on begins to wind back the direction you came. As you begin to backtrack, the realization you will have wasted several hours of travel begins to sink in your chest as you remember the words of Sorrim; "Time is of the utmost importance."

In attempting to make up time wasted in taking the wrong path, have each member of the party make a DC 12 **Constitution** saving throw taking one point of exhaustion on a failed save.

Once the party is on the main route read the following:

Dark clouds slowly begin to fill the sky casting shadows from the high afternoon sun and bringing the sense of a coming storm. Looking back, you see the town disappear on the horizon, while looking ahead you see the silhouette of a wagon begin to come into view.

Here the party has two options. Either continue on the road to the wagon or attempt to navigate through the tall grasses.

Through the Muck

If the party decides to avoid the main road, have one of the players make a DC 15 **Wisdom (Survival)** check, with advantage if helped, to find the easiest path. On a failed check, the party loses several hours of travel time pushing through and navigating the tall grasses. Have each member of the party make a DC 10 **Constitution** saving throw taking one point of exhaustion on a failed save in order to make up lost time.

The marsh is full of dangers. One such peril is the quicksand scattered throughout. Have the party set a marching order. The player in the front can see the 10-foot-wide pit with a passive perception of 15 or higher or a DC 13 **Wisdom (Perception)** check if actively scanning the ground. On a failed check, the lead player sinks into the quicksand.

Quicksand

Wilderness Hazard

A quicksand pit covers the ground in a roughly 10-foot-square area and is usually 10 feet deep. When a player enters the area they sink 1d4+1 feet and another 1d4 feet at the start of every turn thereafter. The player can use their turn to escape by succeeding on a **Strength** check. The DC is 10 plus the number of feet the player has sunk. Any other player can assist in pulling out the sinking player with a **Strength** check. The DC for this is 5 plus the number of feet sunk.

If the player is completely submerged in the quicksand they can't breathe and begin to suffocate.

If the party spots the quicksand, or once any players stuck have been freed, read the following:

As you cautiously scan the area to ensure your own safety, you notice a piece of faded leather within the tall grasses. Upon closer inspection you find it's the tattered sole of a shoe. Attached to the shoe is the skeletal remains of a human.

Treasure

If the party wishes to search the remains they find a coin purse with 100 gp and a rolled-up spell scroll of *Protection from Evil and Good*.

Developments

This shoe belongs to a former adventurer who did not have the same fortune as the players and had met his demise long ago. With a successful DC 15 **Wisdom (Medicine)** check, a player examines the body and deduces that although this person may have been stuck in the quicksand, it was likely a large creature dragged it out and killed it as the bones are riddled with teeth marks.

When the party is ready, proceed to Part 2b

It's Only a Wagon, Right?

If the party decides to push forward towards the wagon read the following:

A broken, front wheel leaves the wagon leaning in your direction as you approach, completely blocking the entirety of the road as if the axle gave way while the wagon was turning around. The reigns to this covered wagon lay in front, horseless. With a loud thump, several crates fall from the back and a tall studious gentleman with beige curls climbs out muttering and begins to open the crates.

"I know it's here somewhere"

He continues to pull various pulleys from the crates and places them on the ground, finally turning back to the wagon and pulling out several long metal poles and ropes.

He turns to you and without hesitation says, "Just in time, come grab one of these will you?"

This wagon belongs to Ashurbanipal the Artificer, a tall studious gentleman with curly beige hair. His skin is china-white, and he has a weak chin. His wardrobe is unconventional and tight, with a completely blue and black color scheme. He wears a leather bandoleer filled with picks, tools, and screwdrivers amid a couple pouches. It is his prize creation, a Heward's Handy Haversack.

Role Playing Ashurbanipal

Ashurbanipal, or Ashur as many call him is an eccentric artificer that has been down on his luck as of late. He still keeps a cheery outlook on life however, and is warm and welcoming to most everyone, save for any dragonborn. Ashur has had some run ins with dragonborns in his past that haven't turned out very well for him. In situations where they may deem themselves useful he can look past the scales.

His wagon is positioned perpendicular with the road and as such, the players are unsure of whether he is approaching Hawksroost or leaving. If the subject is broached in conversation, Ashurbanipal does everything to elude the question and will quickly change the topic.

If the players agree to help Ashurbanipal begins laying out the poles, ropes, and pulleys and walks off to find a large rock. He sets up a well thought out counter-weight system and easily lifts the wagon, asking the biggest character to set the wheel.

Until the wagon is repaired he speaks little more than random trivia about mechanics and the wonderment of alchemy. You can use Appendix B to roll for or pick random facts.

Once the wheel is set and his contraption put away Ashurbanipal thanks the players and offers them a trinket for assisting him. Roll for a trinket or let the players choose from the trinket table on Appendix C. He also reaches into his haversack and pulls out four vials of **Alchemists Fire**, a little concoction he's been working on.

He bids the party farewell and begins off into the brush to look for his horse. If anyone offers to assist him he smiles and says, "But isn't time of the utmost importance?" then turns and walks away.

XP Award

If the party assists Ashurbanipal award each party member **250 XP**

2b. The Coven?

Expected Duration: 20 minutes

General Features

The general features of the Glumpen Swamp are as follows:

Light and Visibility. During the day while the party is traveling the swamp, the clouds blot out most of the sun. While raining visibility is reduced and players have disadvantage on **Wisdom (Perception)** checks that rely on sight.

Smells. The swamp smells of death and decay

Sounds. Caws from crows perched in their trees and the occasional croak of toads in the stagnant streams. While raining the players have disadvantage on **Wisdom (Perception)** checks that rely on hearing.

Terrain. The swamp is difficult terrain.

Read the following:

After several more hours of travel the stench of rot and death fill your nose as the grey reeds turn to a mire under your feet. Stagnant streams serve as home to croaking frogs and flying insects. Flocks of crow's caw and stare from their perches within the dead trees that litter the swamp. The dark clouds that have followed you on your path have turned to a foreboding black with the setting sun. A white flash fills the sky followed by a bone shattering crack as the sky opens and the rain begins to fall.

In order to make up for any lost time the party may have experienced or just to ensure the party makes it with time to spare, the party can opt to trek through the night. If the party chooses to do so, have each member make a DC 18 **Constitution** saving throw taking one point of exhaustion on a failed save.

Need a Nap

If the party decides to take a long rest read the following:

As the morning sky begins to fill with light you groggily wake. Sleep came but it did not come easy. The grey sky still brings with it a constant drizzle with intermittent sheets of rain. Several hours of grueling travel pass as the clouds begin to give way to a mid-day sun set high. Several hundred yards ahead you make out the shape of a large four-legged beast grazing on whatever foliage grows here. As you look around to see what is growing, your stomach begins to turn at the thought of any animal willingly eating this muck.

No Time to Sleep

If the party decides to continue to trek through the night read the following:

The rain pours as you trek through the swamp. The feeling of being watched with every step weighs on you. The dark finally lessens and turns to a dull grey through the clouds as the sun slowly rises. The morning hours still bring a constant drizzle with intermittent sheets of rain. Several hours of grueling travel pass as the clouds begin to give way to a mid-day sun set high. Several hundred yards ahead you make out the shape of a large four-legged beast grazing on whatever foliage grows here. As you look around to see what is growing, your stomach begins to turn at the thought of any animal willingly eating this muck.

The Glumpen Swamps are home to many dangerous creatures, one of which is the **catobaplas**. These large hairy beasts with tusks and a long, club like tail are known be kept as pets and guardians by hags. This particular catobaplas, and the other three in the area, happen to belong to a group of witches who have taken up residence within the Glumpen Swamp.

If the party approaches the creature, a DC 13 **Intelligence (Nature)** check recognizes what this is and remembers stories of them being kept like pets by witches.

If the party decides to avoid the catobaplas, it's not long before they come across another one. Regardless of the option the players choose they find themselves in a situation where the four catobaplas begin moving toward them. When this happens read the following:

The creature in front of you begins to moan and moves in your direction. Two more trudge through the mire, while a third pulls itself out of its wallow in the green, slime-filled, water. It doesn't take long before you realize that they are circling your party.

From the south, three female figures approach. Deep wrinkles cover the weathered green face of the one leading a step ahead and in the middle of the other two. The other two women both have a purple tint to their skin and horns growing from their heads.

"Well sisters, what do we have here?" says the green skinned leader.

"Dinner is what I think sister Jeny." the youngest looking of the three blurts out.

At this remark the green-skinned female turns and glares at the young female. Through gritted teeth she flatly states, "You will learn your place young Kijo."

With this the youngest drops her head but continues to glare at the old woman.

Staring back to meet your gaze the old woman continues speaking now in a warm and welcoming tone; "We don't even know who these fine travelers are or what they seek"

These three are Jeny Greenteeth, a **Green Hag**, Baba Shaula, an Onibaba and a young Kijo named Kiki. The Onibaba and the Kijo both have the stats of a **Night Hag**.

At this point the players have two options, initiate combat or attempt to talk to the witches.

Witch Fight

Any player with a **Passive Perception** of 10 or higher notice the malice in Jeny's voice and the contempt within Kiki's eyes. A successful DC 13 **Charisma (Persuasion)** check can initiate conversation between the two parties. During the course of the conversation a player can turn Jeny and Kiki against each other with a DC 15 **Charisma (Persuasion)** check. Allow for advantage on this check with good role play. Baba Shaula, not wanting to get involved in the bickering of the other two, remains silent during any conversation.

During the commotion between the other two, Baba Shaula approaches the party and beckons them to follow her. If the party agrees to follow her, have the party roll a group DC 10 **Dexterity (Stealth)** check. On a success, the party slowly moves past the catobaplas and away from the arguing hags.

Diplomacy Fails

Hag tactics

Jeny Greenteeth. Jeny is wise in her old age and will fight till the battle appears to be lost. If she drops below 25 hit points, she will use her **Invisible Passage** and attempt to flee using a Dash action every turn.

Baba Shaula. Due to recent events Baba Shaula has had a change of heart and wishes to help others. If combat breaks out she uses **Disengage** each turn even if attacked.

Kijo Kiki. Wishing only to further herself, and possessing a heart of pure evil, Kiki will fight to the death despite the actions of the other two witches.

If the players fail any of their checks the witches attack along with one **catobaplas**.

Adjusting this Encounter

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

Very Weak: Remove the **catobaplas**

Weak: **Green hag** uses **Invisible Passage** at start of combat and disengages.

Strong: No change

Very Strong: Add a **catobaplas**

Treasure

Each one of the hags carries a Potion of Greater Healing.

Development

Once Kijo Kiki and the catobaplas have been defeated or if the party successfully sneaks away, Baba Shaula uses her **Change Shape** ability to polymorph into a beautiful human female and surrenders. If any of the players participated in ANIME 1-1, they instantly recognize her, if they haven't already, as the witch that turned against them

She offers to escort the party through the swamp to ensure the fastest, safest route. A DC 13 **Wisdom (Insight)** check leaves the player to believe she is telling the truth. If the party agrees and follows her, they learn Bab Shaula's story and arrive at the edge of the swamp just as night begins to fall. If the party refuses to follow Baba Shaula, or if she was slain in combat, the party doesn't make it out of the swamp until well into the night and have to make a DC 12 **Constitution** saving throw, taking one point of exhaustion on a failed save.

Baba Shaula's Story

Baba Shaula is a night hag who took up the role of mother and agreed to train a young Kijo named Kiki. She and Kiki sought out Jeny Greenteeth with the intent of asking her to form a coven with them.

Baba Shaula was present for the events of Anime 1-1 and assisted in a ceremony to learn the history of the disappearance of Daern's Blade. In her arrogance she turned on the party she agreed to help and paid dearly for it. It was due to these events, and witnessing Jeny's cruelty and general disregard for others seep in and further corrupt Kiki, that Baba Shaula now wishes to atone for her past transgressions

Once the characters are ready, proceed to part 3, below.

XP Award

If the party successfully negates combat with the hags award each player **1200 XP**

If the party follows Baba Shaula's and learns her story award each player **250 XP**

Part 3. The Cave, Unexpected Beginnings

Expected Duration: 40 minutes

“Good and evil are nothing more than perspective. The true intent of the heart is shown through actions.” – The Guardians

After the encounter with the hags, the party has the option to sleep or continue pressing on through the night. If the party opts to continue traveling, have each member make a DC 18 **Constitution** saving throw taking one point of exhaustion on a failed save.

XP Award

If the party has made it to this point with no long rests award each player **350 XP** for honoring Sorrim’s wishes to return as soon as possible.

Read the following:

Several hours of travel have passed since the muck of the mire gave way to green grasses as you stand at the base of the Vanishing Hills. Following the directions on Oriel’s map, you come to the spot where the cave entrance should be. All around you, large boulders jut from the ground in a foreboding manner with no obvious entry.

General Features

The general features around the base of the Vanishing Hills are as follows:

Light and Visibility. If the party travelled throughout the night they approach the hills as the sun is cresting the horizon. If they took a long rest, they arrive on a cloudless afternoon.

Smells. The smell of wild flowers and green moss fresh from a rainstorm waft through the air on a slight breeze

Sounds. Either the morning calls of small birds, or the screech of hawks scanning the ground for prey in the afternoon sun.

The entrance to the cave is hidden by a permanent *Hallucinatory Terrain* spell. A *Detect Magic* spell will illuminate one boulder grouping. Players can also find the illusion with a successful DC 15 **Intelligence (Investigation)** check and an hour of searching.

The Kamayama Cave

This Chamber was designed as a gateway to another realm. The architects constructed two Shisa Dogs as guardians to protect this entrance from those who wish to enter with ill intent. The Guardians are magically connected and, if threatened or presented with a traveler who does not wish to enter with pure intent in their heart, will animate and become one creature bent on protecting the entrance.

Once the opening is located, the players can pass through the illusion. As they enter read the following:

A light purple hue fills this large chamber although no discernable light source appears present. 40 feet in, a reflecting pond radiates a faint blue aura. Farther back, a pathway of stones breaches a large, cold blue, pool creating a path to the back wall. Protruding from the water at the far side you see two large, dark-green, statues with red flecks, Shisa dogs. These creatures perch regally on stone pedestals placed 20 feet apart. Regardless of where you stand, you feel their eyes fixated on you. The one to your right bares an open maw while the one on the left sits with its mouth shut tight. The walls are rough-hewn and tower 50-feet to a slightly domed roof save for a smooth cut section between the two majestic creatures. Slumped against this wall in the pool, you also see three bodies with blue skin and grey hair.

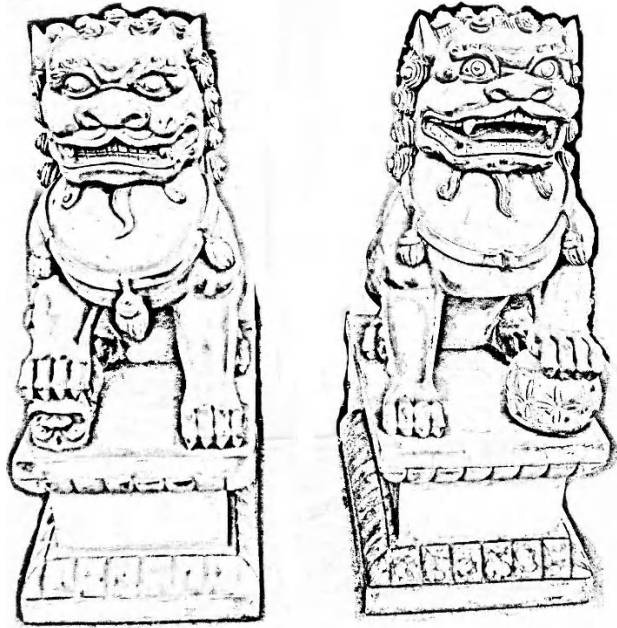
General Features

The general features of Kamayama Cave are as follows:

Light and Visibility. Magic emanates from the entirety of this cavern omitting a purple hue. This light allows for full visibility

Smells. No discernable smells are present

Sounds. The size and shape of this cave create an environment that echoes all sounds.



This 80-foot by 80-foot cavern is a gateway to another realm; only by proving yourself will the guardians of this room allow you to pass. A *Detect Magic* spell will inform the caster that the entire room is full of conjuration magic and is the source of the purple hue. A *Detect Evil and Good* spell will inform the caster that this room has been magically consecrated.

The pond is 10 feet wide, 5 feet deep and encircled with mortared stones 8-inches tall. A DC 15 ***Intelligence (Investigation)*** check reveals a 5-foot square section in the center of the pond roughly 2 feet below the surface. This will be the altar on which the players will place their offerings of sacrifice. The water is frigid to the touch.

The large pool is only a few feet deep and is also frigid water. The stones are secured to the floor but placed just far enough apart that moving across them is difficult terrain.

The three bodies partially submerged in the water are what remain of the previous party Sorrim spoke of. Their desire to possess Daern's Blade and refusal to sacrifice of themselves transformed their physical bodies into that of Oni.

Frigid Water

Wilderness Hazard

A creature can stand in the frigid water for a number of minutes equal to its constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 ***Constitution*** saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically

succeed on the saving throw, as do creatures that are naturally adapted to living in ice-cold water.

The statues stand 15 feet tall each and are carved from Bloodstone. The 10-foot base the statues have been built upon sit 2 feet above the surface of the water. The artisanship is unlike anything the players have seen before. There are no apparent markings or writing on either of the statues. A successful DC 12 ***Intelligence (Arcana)*** check, and several minutes of study, detect the presence of transmutation magic.

Most of the walls are rough-hewn and yet still have a sense of order and intelligent design to them. The 15-foot-wide by 20-foot tall smooth section between the statues is cold to the touch. A DC 20 ***Intelligence (Arcana)*** check reveals that the conjuration magic is emanating from this wall.

Hanging from the center of this smooth surface, 5-feet from the surface of the water, is a 2-foot polished silver disc with inscriptions on it. As the players approach the wall read the following:

Attached to the smooth wall, the purple and blue light in the room dance off a polished silver disc. Upon closer inspection letters and symbols begin to move and change around the edges. Words begin to form in every known language. After several moments have passed the movement stops and you read:

"Objects are memories, collected through life. The mirror to one's self lies within the memories collected. True sacrifice manifests in the willingness to wash away ones memories. A path forward will be found through the cleansing of one's self."

The words that form are seen in the primary language of the reader. Give the players a chance to have the phrase repeated and allow them a few moments to think about the riddle then read the following:

As the words leave your mouth, the room begins to shake slightly. You turn to see a platform rise from the reflecting pool. Both of the Shisa Dog's eyes begin to glow a deep purple.

Echoing off the cavern walls, a unison voice, both male and female, declares,

"We already know your desire. Prove yourselves willing to sacrifice as Ilmater himself does"

The voice belongs to the Guardians speaking as one. The statues remain still and will not animate unless physically attacked.

The players need to figure out that the riddle speaks of objects or trinkets they have collected over the course of their adventures. Anything that has some sentimental value to their character can be placed on the altar to be washed away, cleansing themselves of their memories.

If it looks like the party is struggling, have them roll a group **Intelligence** check. Use the table to determine what information is given.

DC	Results
13	The players realize something important to them needs to be placed on the altar.
15	The players realize that they have memories associated with objects they've collected, and those objects have become a part of themselves.
18+	The players realize they must sacrifice an object of sentimental value by placing it on the center of the altar.

To suffer as Ilmater

If the party solves the riddle, the purple hue in the room transforms to a yellow as the first object is placed on the altar. With each subsequent object, it grows brighter until it turns to a blinding white light and quickly fades back to yellow. As the last object is placed, read the following:

As the last of your memories are placed on the altar and you step out of the reflecting pond, the stone platform descends into the blue glow, vanishing just below the surface of the water.

In a solemn tone the guardians speak,
 "Sacrifice is required to move forward. Ilmater is well aware of this and has seen your actions this day. You have proven your willingness to give Him a reprieve by taking upon yourselves the pain and loss He bears. For this you shall be rewarded"

The smooth surface wall between the creatures disappears leaving the silver disc floating where it hung. What once was stone gives way to reveal the stone path continuing across the pool. Deeper into the cave, on the far side of the path you see a wooden building.

The disc begins to move toward you, "take this as your reward" is the last thing you hear as you step forward.

The Guardians Awaken

If any of the party members attack either of the Guardians or refuses to sacrifice an object, read the following:

The room shakes and loosens rubble from the ceiling. The soft purple hue of the room turns to match the now deep red glow of the Guardians eyes. Each creature steps off its perch in step towards the other. You watch as the two beasts merge to become one. It lets out a terrible roar bringing with it more debris from above.
 "You're not smart enough to prove yourself, let's see if you're strong enough."

The Guardians now act as one creature and attack. This creature uses the stats of a gynosphinx. The players now have to prove themselves in battle by defeating the Guardians.

If the players defeat the Guardians read the following:

With the finale blow, white light begins to shine through the cracks created in combat and engulf the room. The creature crumbles to pile of bloodstone rubble.

The smooth surface wall between the creatures disappears leaving the silver disc floating where it hung. What once was stone gives way to reveal the stone path continuing across the pool. Deeper into the cave, on the far side of the path you see a wooden building.

The disc begins to move toward you as the lettering and symbols fade.

Adjusting this Encounter

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

Very Weak: The Guardians don't use their Legendary Actions and there are no lair actions in play

Weak: The Guardians don't use their Legendary Actions

Strong: No change

Very Strong: Add a Water Weird

Treasure

The Oni have 150-gp between the three of them. If the party destroys the Guardians, they can recover the eyes which are diamonds worth 200-gp each (4) and several pieces of polished bloodstone worth 400-gp total.

XP Award

If the party solves the riddle without any assistance award each member **1440 XP**. If the party requires help in any way, award each member **1000 XP**

Development

The party can take the silver disc as it approaches. This is the Yata Mirror (see Player Handout). As the player takes a hold of the disc it becomes semi-transparent and the player feels the magic and knows that this is a +2 shield. The stone path continues to a ryokan, a traditional Japanese style inn. Instruct the players that this is where ANIME 1-3 begins.

As the players continue on the stone path read the following if the party successfully solved the riddle to open the doorway:

As you continue across the stone path and through the opening that was once solid stone a voice is heard,
“Ilmater has seen your willingness to sacrifice in his name and knows that your heart is true.”
As you step off the path a flash of light reveals the items you freely surrendered.

Rewards

Make sure the players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience (Min: 2250/Max: 3000 Each)

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

Combat Awards

Name of Foe	XP per Foe
Catoblepas	1800
The Guardians	7200
Green Hag	700
Night Hag	1800

Non-Combat Awards

Task or Accomplishment Character	XP per
Assist Ashurbanipal	250
Learn Baba Shaula's story	250
Take No Long Rests	350
Negate combat with Hags	1200
Solve Riddle without check	1440
Solve riddle with check	1000

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to share wealth 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 particular consumable magic item, the DM can randomly determine who gets it should the group be unable to decide.

Permanent magic items are divided up according to a system. If the adventure awards permanent magic items, see the sidebar.

Treasure Awards

Item Name	GP
Sorrim's Reward	300
Coin Purse	100
Polished Bloodstones	400
Oni's Gold	200
Guardians Diamond Eyes (200 each)	800
Alchemist Fire (50 each)	250

Permanent Magic Item Distribution

D&D Adventurer's 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 all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- If 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 object's owner is determined randomly by the DM. *Potion of Greater Healing*

Potion of Greater Healing

Potion, uncommon

A description of this item can be found in the Player's Handbook.

Scroll of Protection from Evil and Good

Scroll, common

A description of this item can be found in the Dungeon Master's Guide.

Yata Mirror

See Players Handout for a description of this object

Player Rewards

The characters earn downtime and renown in accordance with the guidance prescribed by the *Adventurers League Dungeon Master's Guide*.

Story Awards

To Suffer as Ilmater: Your character has shown willingness to sacrifice just as Ilmater himself. As a reward, the grace of Sorrim's deity has been bestowed upon you. While in the town of Hawksroost you have advantage on all checks that require *Charisma*.

DM Rewards

In exchange for running the adventure, you earn XP, gp, and downtime days in accordance with the guidance prescribed by the *Adventurers League Dungeon Master's Guide*.

Appendix A: Monsters/NPC Statistics

Catoblepas

Large monstrosity, unaligned

Armor Class 14

Hit Points 84 (8d10 +40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+4)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 5 (1,800 XP)

Keen Smell. The catoblepas has advantage on Wisdom (Perception) checks that rely on smell.

Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 16 Constitution Saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw the creature is immune to the stench of any catoblepas for 1 hour.

Actions

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 21 (5d6+4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the start of the catoblepas' next turn.

Death Ray (Recharge 5-6). The catoblepas targets a creature that it can see within 20 feet of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

Green Hag

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (450 XP)

Amphibious. The hag can breathe air and water.

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

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (insight) check.

Actions

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) slashing damage

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or cast a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Night Hag

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

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

At will: *detect magic*, *magic missile*

2/day: *plane shift* (self only), *ray of enfeeblement*, *sleep*

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

Actions

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a *heartstone* in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. As long as the contact persists, the target has dreadful visions. If these visions, last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's *soul bag*. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

Water Weird

Large elemental, neutral

Armor Class 13

Hit Points 58 (9d10 + 90)

Speed 0 ft., swim 60 ft.

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

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

Damage Immunities poison

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

Senses blindsight 30 ft., passive Perception 10

Languages understands Aquan but doesn't speak

Challenge 3 (700 XP)

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

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

Actions

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

The Guardians (Gynosphinx)

Large monstrosity, lawful neutral

Armor Class 17 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

Skills Arcana +12, History +12, Perception +8, Religion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 16

Languages Common, Sphinx

Challenge 11 (7,200 XP)

Inscrutable. The guardians are immune to any effect that would sense their emotions or read their thoughts, as well as any divination spell that they refuse. Wisdom (Insight) checks made to ascertain the guardians' intentions or sincerity have disadvantage.

Magic Weapons. The guardians' weapon attacks are magical.

Spellcasting. The guardians are 9th-level spellcasters. Their spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The guardians have the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *detect magic*, *identify*, *shield*

2nd level (3 slots): *darkness*, *locate object*, *suggestion*

3rd level (3 slots): *dispel magic*, *remove curse*, *tongues*

4th level (3 slots): *banishment*, *greater invisibility*

5th level (1 slot) *legend lore*

Actions

Multiattack. The guardians make two claw attacks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage

Legendary Actions

The guardians can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The guardians regain spent legendary actions at the start of their turn.

Claw Attack. The Guardians make one claw attack.

Teleport (Costs 2 Actions). The guardians magically teleport, along with any equipment they are wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The guardians cast a spell from their list of prepared spells, using a spell slot as normal.

Lair Actions

On initiative count 20 (losing initiative ties), the guardians can take a lair action to cause one of the following magical effects; the guardians can't use an effect again until it finishes a short or long rest:

- The flow of time is altered such that every creature in the lair must reroll initiative. The guardians can choose not to reroll
- The effects of time are altered such that every creature in the lair must succeed on a DC 15 Constitution saving throw or become 1d20 years older or younger (the guardians choice) but never any younger than 1 year old. A *greater restoration* spell can restore a creature's age to normal.

Appendix B: Ashurbanipal's Random Facts Table

D8	Trinket
1	My pepper bombs get their heat from a component called capsaicin. While the it acts as an irritant to mammals, including humans, birds lack the receptor responsible for the effect and are immune to the burning sensation from exposure, so I had to whip something different up when I came across an angry kenku and her master
2	The human body contains enough carbon to provide 'lead' (which is really graphite) for about 9,000 writing sticks.
3	There is a 51% chance that a flipped gold coin will land on the side that was facing up when it was flipped.
4	The human hair is amazing. Did you know that a full head of hair has the tensile strength to hold 12 ton's. I've never been able to convince a dwarf to let me near their beards to test its strength though.
5	When I was developing a flask to cause blindness, I tried to emulate the effect with different colors for fun by using different metals in the concoction. Magnesium made the most intense flash but honestly, the copper, iron, potassium, and lead flasks are just fun to throw around on a warm Flamerule night alongside a fine dwarven ale
6	Did you know that the average cat's saliva has medicinal properties? I've been developing a salve using the saliva of a tressym with interesting results. Next step will be to convince a tabaxi to spit in a flask for me.
7	You'd be amazed to find out that the best substance I have found to give my alchemist fire its adhesiveness comes from the secretions of many creatures. Collecting it can be a less than desirable chore, however.
8	I once came across a powder that, when inhaled, would switch ones pain and pleasure responses. I was told it was a mixture or herbs and animal essences, but I've never been able to replicate it.

Appendix C: Ashurbanipal's Trinket Table

d10	Trinket
1	A Compass that always points to Mulmaster.
2	A small glass bird that when set down near water dips its head in as if to get a drink.
3	A clockwork finch that flaps its wings in the presence of a breeze.
4	A tea kettle that heats itself when filled with water.
5	A tiny, broken clockwork Harpy.
6	A wooden puzzle cube covered in elemental symbols.
7	A small music box made of brass. It features a pair of tiny automatons that resemble Azer working at a forge.
8	A small puzzle box made of pewter, that is slightly warm to the touch.
9	An hourglass in which the sands pour upward instead of downward.
10	A miniature brass horn, silent when played, but fills the air with the scent of warm and exotic spices.

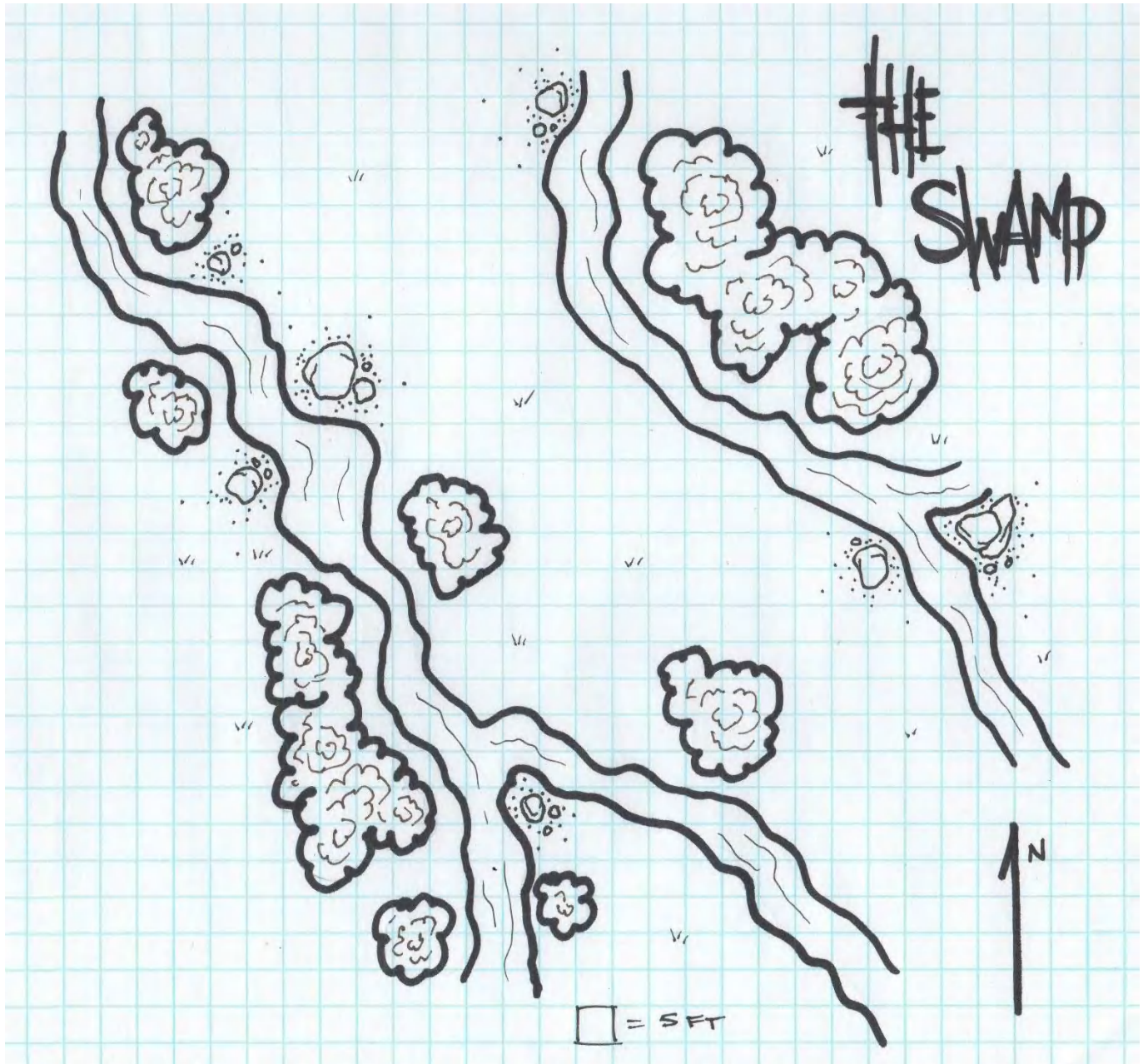
Player Handout: The Yata Mirror

The Yata Mirror is an ancient relic created by the same creators of the Guardians. This shield is endowed with magic that can change its characteristics to absorb damage from attacks. While wielding this polished silver disc it becomes translucent and grants a +2 bonus to the AC of whomever is using it. This bonus is in addition to the shields normal bonus to AC.

Player Handout: Story Award

To Suffer as Ilmater: Your character has shown willingness to sacrifice just as Ilmater himself. As a reward, the grace of Sorrim's deity has been bestowed upon you. While in the town of Hawksroost you have advantage on all checks that require *Charisma*.

Appendix: The Swamp



Appendix: Unexpected Beginnings

