

The D&D logo is rendered in a stylized, red, blocky font with a white outline, positioned at the top center of the page. The background of the entire page is a detailed illustration of a medieval fantasy city, likely Hillsfar, featuring a large, ornate stone building with a steep, gabled roof and intricate carvings. The scene is set in a lush, green forest with tall trees and a misty atmosphere. The lighting is dramatic, with rays of light filtering through the trees and a bright light source behind the main building, creating a sense of mystery and grandeur.

ADVENTURERS LEAGUE™

LOST TALES OF MYTH DRANNOR

An exciting update to the city of Hillsfar and six D&D
Adventurers League adventures in Cormanthor for 1st-20th
level characters for the world's greatest roleplaying game

CREDITS

Lead Designer: Greg Marks

Designers: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Alan Patrick

Development and Editing: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

Layout: Eileen Lederle

Cover Illustrator: Thom Tenery

Interior Illustrator: Ben Siefert

Cartography: Travis Woodall

Organized Play: Chris Lindsay

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

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

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W11 1ET, UK.



ABOUT THIS BOOK

This book is the work of the D&D Adventurers League™ Administrators who wanted to dedicate something special to our fans on the anniversary of the original, longest running gaming convention in the world. Happy 50th birthday Gen Con!

DMs, in this book you will find updates to Hillsfar and Myth Drannor that represent the choices of D&D Adventurers League™ players all over the world. We've taken the actions of your players, updated the world of Forgotten Realms, and given you six more D&D Adventurers League™ adventures that you can run for your players where they can explore the Cormanthor Forest and the Ruins of Myth Drannor.

While the adventures contained within follow the events of season three of the D&D Adventurers League™ (*Rage of Demons*™), they are not part of any specific DDAL season. They also make good side trek expansions to the hardcover adventures. Your characters may play any or all of the adventures for which they are an appropriate level.

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CHAPTER 1. LOST TALES FOR ADVENTURERS LEAGUE

In addition to background material on Hillsfar useful for any campaign, this book contains six adventures in Cormanthor and Myth Drannor that are legal for the official D&D Adventurers League™ organized play campaign. You can run these as part of the DDAL, or adapt them for your home campaign.

INTRODUCTION

Welcome to Lost Tales of Myth Drannor, six individual, but linked, D&D Adventurers League™ adventures. These adventures begin in the area around Hillsfar in the southern reaches of the Moonsea region of Faerûn. From there the adventurers trek further and further south into the forests of Cormanthor.

Each adventure is designed for three to seven characters and is optimized for five characters with a specific average party level (APL), as shown below. Characters outside the level range for a specific chapter cannot participate in that adventure.

Adventure	Level Range	APL
The Darkwood Webs	1-4	3
The Weirding Vats	1-4	3
Spawn of the Maimed Virulence	5-10	8
Echos of the Weeping War	5-10	8
Forgotten Foes	11-16	13
The Definition of Heroism	17-20	18

ADJUSTING THIS ADVENTURE

These adventures provide 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	Strength
3-4 characters APL less than	Very weak
3-4 characters APL equivalent	Weak
3-4 characters APL greater than	Average
5 characters APL less than	Weak
5 characters APL equivalent	Average
5 characters APL greater than	Strong
6-7 characters APL less than	Average
6-7 characters APL equivalent	Strong
6-7 characters APL greater than	Very strong

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

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative, bringing these words to life. Keep in mind the following:

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

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

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

CHAPTER 2. THE CURRENT STATE OF HILLSFAR

“Listen here lad, Hillsfar, the City of Trade, is a great place to make your way, as long as you’re not an elf... or a dwarf... or a halfling or well pretty much anything but human. But if you’re human, there is no better opportunity!”

-Isthana Ro, Guildmaster of Rogues

The walled city-state of Hillsfar is on the southern coast of the Moonsea, just north of the Forest of Cormanthor where three major roads meet. What began as a convenient trade stopover under the control of the Elven Court has become one of the major powers of the Moonsea, a power until recently based on free trade and brutal racism.

While Hillsfar struggles to put its xenophobic past behind it, it is turning its attention to its former elven allies. This large city makes an excellent home base for your characters to return between adventures.

THE RISE OF HILLSFAR

Hillsfar as it is known today began primarily in 1354 DR when the wizard Maalthiir, one of the city’s councilmen, rose to prominence as its First Lord. Over the next three years, Maalthiir would dissolve the council, cement his power by merging various mercenary companies into the Red Plumes, and begin a campaign to paint nonhumans as scapegoats for all of the city’s problems. At this time, Maalthiir also enacted the Two Great Laws which defined Hillsfar:

- » **The Great Law of Trade.** Do not interfere with any legitimate trade.
- » **The Great Law of Humanity.** Only humans are allowed within Hillsfar.

Hillsfar flourished under the Great Law of Trade, expanding greatly for two decades until 1372 DR when Shade Enclave reappeared and the Netherese began a series of attacks that would embroil much of Faerûn in war. Allying with Zhentil Keep and the sun elf House Dlardrageth of Cormanthor to fight in the Dalelands, Hillsfar raised an army and garrisoned the surrounding client villages. Two years

later, Hillsfar reneged on its alliance with House Dlardrageth. The sun elves responded by attacking Hillsfar’s army encamped at Standing Stone, crushing the Red Plumes, moving onto Hillsfar to level the First Lord’s Tower, and forcing Maalthiir to flee into hiding. Taking advantage of Hillsfar’s weakness, Zhentil Keep in turn betrayed Hillsfar and crushed the garrison of disputed Yûlash and invaded Hillsfar’s western territories. Within a matter of months, the Zhentilar were at the gates of Hillsfar and Fzoul Chembryl issued terms of surrender by which Zhentil Keep gained control of the Moonsea Ride.

The supremacy of Zhentil Keep was short-lived. In 1383 DR, the Netherese overran the Zhents and razed Zhentil Keep and the Citadel of the Raven. The Zhent troops occupying Hillsfar territory lost support from their homeland and abandoned their posts. The city fell to chaos for three years until 1386 DR when Maalthiir reappeared with a new force of Red Plumes. Marching to Hillsfar, he reinstalled himself as First Lord. He blamed the fall of Hillsfar on fey’ri of House Dlardrageth, a demonic strain of elves, as well as on the freedoms the Zhents had offered to the nonhumans in their ranks. Maalthiir’s anti-nonhuman rhetoric played well among the general populace who had suffered in the absence of order. All nonhumans within the city were evicted, including half-humans such as half-elves and half-orcs, and all holdouts were sent to the Arena for a month-long series of celebratory games.

In 1394 DR, Maalthiir noted that the elves of Myth Drannor were a very real threat to Hillsfar without Hillsfar’s former alliances. To appease the Elven Court in Myth Drannor, he relaxed his policies related to The Great Law of Humanity as applied to the territories surrounding Hillsfar and formed a council made up of humans, half-elves, and elves willing to do business with Hillsfar’s neighbors on behalf of the First Lord. This puppet council was little more than a show, but it was enough to encourage renewed trade and a neutrality pact between Myth Drannor and Hillsfar, despite the city’s prevalent racist policies.

In 1460 DR, Maalthiir died in a failed attempt to achieve lichdom. In his stead, an ineffectual council

of merchants and guildmasters assumed control of Hillsfar. Several members of both the council and the Red Plumes put themselves forward as the next First Lord, leading to fighting in the streets between their supporters. Torin Nomerthal, a former commander among the Red Plumes, formed an alliance that became the Tower Guard; the alliance was made up of the Red Plumes, the city's Mages' Guild, various mercenary companies, and those pockets of Netherese soldiers whose allegiance could be bought. In 1487 DR, the flying Netherese city of Thultanthar fell upon Myth Drannor, destroying both cities. First Lord Torin Nomerthal, renamed the Tower Guard as the Red Plumes, executed the remaining Shadovar and, began a second purge of nonhumans from Hillsfar. He firmly reasserted the Great Laws within the walls of the city, cultivating a manic xenophobia among the human citizens. Although nonhumans were allowed to live and work outside the city, Torin implemented punitive laws and harsh taxes that have made all nonhumans little better than serfs. Once again, the only nonhumans within the city were found at the Arena, waiting for death or glory at the whim of the baying Hillsfarian crowds.

THE RECENT PAST

Unfortunately for Torin Nomenthal, the arrival of the demon prince Graz'zt during the Rage of Demons spread a contagious hedonistic insanity throughout Hillsfar and its holdings that pushed the already excessively punitive regime to excesses of the extreme. Under the strain of crazed creatures streaming up from the Underdark through the ruins of Yûlash, as well as a newly formed sinkhole knicknamed the Waydown, Torin was forced to expand Red Plume patrols and seizing supplies from surrounding communities to meet the demands of the self-indulgent populace. The government became so oppressive that a resistance movement was organized by the Moonsilver Herald, Elanil Elassidil, in the community of Elventree, supported by an unlikely alliance of five factions: the Order of the Gauntlet, the Harpers, the Emerald Enclave, the Lords Alliance, and the Zhentarim.

This fractious group of allies found a uniting figurehead in Red Plume Guard Commandant Vuhm

Yestral. One of the primary officers of the Hillsfarian military, Vuhm was loud and opinionated, but, also devoted to the citizens of Hillsfar. A sometime operative of the Lords' Alliance, he strongly supported removing the Great Law of Humanity and made public calls for its removal which got him sent to build a keep to control access to the Waydown. His success in its construction won him further exile from politics and he was sent to repeat his feat over the ruins of Yûlash. Further alienated by the xenophobic policies of the First Lord, Yestral continued to succeed and increase his ties to the military. Following the creation of a massive wall and guard towers surrounding the ruins of Yûlash, Torin Nomenthal himself came to inspect the construction, looking for some excuse to sanction the troublesome Guard Commandant.

Unfortunately for the First Lord, far from his seat of power he was vulnerable. Adventurers fighting for the resistance snuck into the camp and with the tacit approval of the Guard Commandant, assassinated the First Lord and his entire Court. Yestral declared himself First Lord of Hillsfar and marched his army to the city where it was supported by the five factions and the resistance and assumed the throne with next to no bloodshed. His first action was to end the Great Law of Humanity and the enslavement of nonhumans in the arena. The great arena still sees the occasional game, but the bloody spectacle that it once was is finally no more.

HILLSFAR TODAY

The new First Lord's hold on power is tenuous. The damage caused to old alliances by Torin Nomenthal was extensive and the destruction caused by the forces of Maerimydra and Graz'zt leave Hillsfar with little to repair the damage. Only the mercantile power of the Great Law of Trade and the support of the five factions keep First Lord Yestral in power.

In a desperate attempt to help his people, Yestral is again turning to adventurers. He has called for stout hearts and charismatic voices to undertake missions into the Forest of Cormanthor to seek out any elves remaining in or around Myth Drannor and form an alliance.

Religion is not the driving force in Hillsfar that it is in other Moonsea cities. Due to its tumultuous history with the Zhentarim, Hillsfar has no appreciable following of Bane. Instead, due to the city's extensive brewing industry, the worship of both Lliira and Chauntea are much more popular.

The House of Happiness appears a lively festhall where ribbons and flowers decorate the walls and ale and mead are served by Lliira's Joydancers. All are welcome in Lliira's hall. Musicians and dancers perform for the intoxicated worshippers who leave their troubles at the door.

The temple of Chauntea is a modest building called Lastholme that is frequented by farmers. Home to much sought after mead, the Earthmother's followers do a brisk trade in food and drink and operate a bustling orphanage.

The followers of Tempus congregate at the Vault of Swords. It is no secret that the Battleguards did not support the enslavement of nonhumans who were forced to fight to the death for nothing more than the crime of being born. The words from the Tempuran Litany "Disparage No Foe and Respect All" are carved above the doors to the temple; a silent protest for previous wrongs. The Battleguards are solid supporters of the new First lord.

Small unstaffed shrines to Umberlee, Malar, and Torm can also be found in the city.

LOCATIONS OUTSIDE HILLSFAR

Given that nonhumans were previous not legally able to enter Hillsfar without being sentenced to death in the arena, many found themselves outside the city. There is a much higher percentage of gnomish, halfling, and elvish farms or villages than neighborhoods found within the city walls.

The village of **Elventree** is idyllic, peaceful, and friendly to nonhumans that were seeking succor from Hillsfar, particularly elves, half-elves, and members of the Harpers. Located east of Hillsfar inside the edge of the Cormanthor Forest since 702 DR, it was a place of solace for many escaping the oppression of Hillsfar and became the focal point for the resistance against Torin Nomenthal's regime.

The people of Elventree build their homes among the wizened trees of the ancient forest and the con-

struction blends well with the natural surroundings, with tree houses connected by rope bridges being most common. While the village does produce a selection of natural products and elven crafts, there are no trade halls or caravan stops, and merchants rarely call. Rare visits often become times of festival and celebration.

The people of Elventree venerate many of the good-aligned or nature deities. The Hall of the Unicorn, dedicated to Mielikki, is the only full temple and adds to the village's appeal. Elventree also hosts several shrines: a well-staffed shrine to Mystra called the Cairn of Mysteries, whose high priest is known by the title The Sentinel; a shrine to Selune known as the Silver Shadow Cave; a shrine to Eilistraee outside of the village called the Dancing Stone; and minor shrines to Chauntea, Silvanus, Eldath, Corellon Larethian, and Rillifane Rallthil. Spellcasting services can be acquired at the Hall of Mielikki, the Silver Shadow Cave, the Dancing Stone, and the Cairn of Mysteries.

For nearly a century, the Moonsilver Herald of Elventree has been the famous elven bard Elanil Elasidil. Her strong song is the heart and soul of the village, especially since the elderly half-elven Lord of Elventree, Dessaer, is not long for this world. Several refugees of Phlan found their way to Elventree in search of allies and at the behest of the Harpers, who have quartered in Elventree at the House of the Harp for generations. The other factions set up semi-permanent camps surrounding the village in support of the rebellion. Secluded Elventree has become a center of significant intrigue for the time being and more adventurers arrive every day.

Just north of Elventree, the village of **Lighthouse** has recently sprung up around an ancient and abandoned lighthouse known as Elua's Lighthouse miles from the coast due to changes in the depth of the Moonsea. The settlement is populated by nonhumans formerly of Hillsfar and generally follows the lead of Elventree.

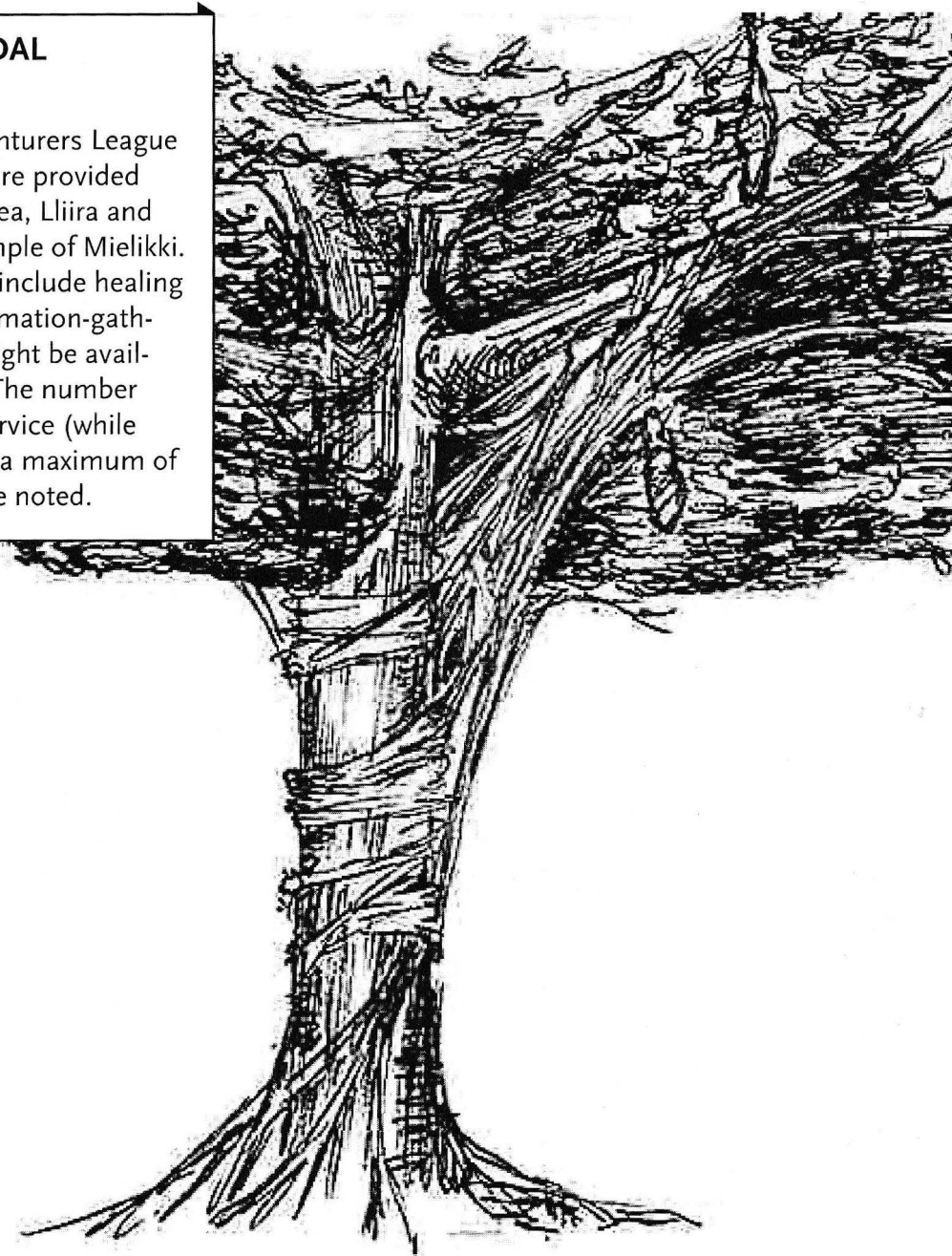
The former client village of Hillsfar, **Yûlash**, is now largely abandoned. The subterranean tunnels beneath the village are rumored to be overrun with foul things from the Underdark. The Red Plumes have built a massive wall around the village and watch vigilantly for monsters.

The Stop is a caravan way station halfway between *Hillsfar* and *Yûlash* that has grown into a hamlet devoted to servicing caravans and the many surrounding farms. Due to the frequent caravans, The Stop is quite cosmopolitan for lands near Hillsfar. Many of the Phlan refugees have relocated here following the elemental devastation that has led to food shortages in Mulmaster, in hopes of finding supplies to aid their families still in the City of Danger. Still near to Hillsfar, but with few Red Plumes to watch it, The Stop is a frequent place for spies, brigands, and ne'er-do-wells to ply their trades. After Elventree, The Stop is the most common place where adventurers are found.

SPELLCASTING SERVICES IN DDAL ADVENTURES

Within the confines of a D&D Adventurers League play session, spellcasting services are provided in Hillsfar at the temples of Chauntea, Lliira and Tempus; and in Elventree at the temple of Mielikki.

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



CHAPTER 3. THE ELVES OF CORMANTHYR

“Well, know ye that time is ever so short, even for those who believed their mythal afforded them all the time on Toril; I pray that ye learn better from their mistakes than they did themselves. for the dead know many things, but grasp truth and grow in knowledge they are rarely able to do. . . .”

*-Elminster of Shadowdale, Year of the Gauntlet
The Fall of Myth Drannor*

The elves of Myth Drannor have suffered greatly since its founding in -3983 DR. After a golden age lasting four millennia, it was ravaged by the Trio nefarious, yugoloths summoned by the Netherese wizard Aldlas Sodhese, which led to the Weeping War when it was overrun by the Army of Darkness in 714 DR. The ruins would host to all manner of evils including: demons, drow, alhoons, the Great Possessor Tyranthraxus, and the Cult of the Dragon.

In 1374 DR, the army of Seiveril Miritar retook the city and his daughter Ilsevele became the new coronal. For a century rebuilding continued and once again it seemed as if elves might reclaim their heights as the empire of Cormanthyr once again.

That is until war with Netheril came. In 1487 DR the flying city of Thultanthar was above and the armies of the Shades surrounded the beleaguered defenders. At this point, the Shadow King, Larloch the archlich himself, attempted to drain the mythal in bid for godhood. Foiled by Elminster, the magic of both the mythal and Thultanthar were shattered. Thultanthar, atop its great earthmote, crashed into Myth Drannor and both cities were destroyed.

Ilsevele and a small number of elves survived and fled for the safety of Sembholme.

MYTH DRANNOR TODAY

The city once again lies in ruins, a shattered earthmote and the remains of a Netherese city scattered across it. The land is scarred with craters from falling rocks and buildings and the ground is littered with the shallow graves of those who fought in the city's final battle.

The mythal is broken and magic in the area has become unstable, sometimes behaving in wild and chaotic ways.

SURVIVORS: THE ELVES OF CORMANTHYR IN YOUR CAMPAIGN

Coronal Ilsevele Miritar is not ready to give up on the dream that was Cormanthyr. From Sembholme she sends out patrols to survey the damage and beat back some of the shadowy mutated creatures that now infest the area. Searching for survivors and seeking out the old villages in the forest, they find homes burned by goblinfolk or destroyed by dragons. The forest has grown dangerous for elves.

So Ilsevele seeks new allies, but the old alliances are not what they used to be. New friends need to be found. Appeasing the elves provides a good sidetrek adventure or hook for many of the adventures found in this volume.

The elves are suspicious of outsiders after all they have suffered, and in particular they are cautious when dealing with their neighbor to the north, Hillsfar. Not long ago, Hillsfar betrayed an alliance with the elves and reinstated the Great Law of Humanity. Now it has a new First Lord who claims to embrace non-humans. Elves have long memories but can be convinced by deeds.

Hillsfar seeks access to the bounty of the forest: additional food for its people, lumber for rebuilding, and animal hides for leather goods. The First Lord claims they have no interest in clear cutting or invading elven lands. Rather he is willing to prove their friendship.

Well, the Coronal and her few surviving elves have few friends. So she is willing to entreat with the emissaries of First Lord Yestral. The elves need help forcing out goblins, dragons, demons, and worse from their lands. They also need access to trade routes to resupply their remaining enclaves. This gives the DM an opportunity to have the characters negotiate on behalf of Hillsfar or Myth Drannor to form an alliance.

The characters could be fighting the horrors detailed in these adventures to aid the imperiled elves, or to impress them on behalf of Hillsfar. It is also possible that an outside force like the five factions support such an alliance and have ordered the characters to do anything they can to ensure these two nations come together.

CHAPTER 4. THE DARKWOOD WEBS

A trio of exhausted sprites interrupt your group as you start to break camp and continue your journey to Hillsfar. Do you dare answer their plea for aid and enter the forest of Cormanthyr?

Welcome to DDAL00-02A *The Darkwood Webs* by Claire Hoffman. This adventure is designed for three to seven characters of 1st-4th level and is optimized for five characters with a specific average party level (APL) of 3rd level.

ADVENTURE BACKGROUND

The Elven Court was neutral ground for the races of the surface elves in ancient times. Divinely inspired, a place of judgment, contemplation and peace, where the elves could bring their quarrels and have them solved without war. Before even the golden age of Myth Drannor and the elven empire of Cormanthyr, it was attacked from below by drow and duergar. They reshaped the city and its temple to honor Lolth. The drow later abandoned the city and its environs, but left behind many fell things. In the years after the woods around the Elven Court became known as the Darkwood for in the shadows of the trees monstrous creatures and twisted plants now flourished.

As evil rises and falls in the Cormanthor Forest the boundaries of the Darkwood sometimes flex and change. One such possibly temporary change has resulted in Kaltensendra, a dryad, and her oak tree being surrounded by monstrous creatures and shadow. Kaltensendra had attempted to get help from a group of wood elves, but only the youngest warriors would venture into the Darkwood. While they and the sprites that live in the upper branches of the dryad's oak tree did kill some of the monsters, the wood elves were routed. Fearing for the fate of their homes and families, as well as that of the dryad, the sprites sent three of their followers for help.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Cormanthyr (Cor-man-thyr). It is surrounded on the east and south by the Dales and the cities and farmlands of the Moonsea to the north, this is an ancient, elven empire.

Darkwoods. This area is avoided by the elven inhabitants.

Kaltensendra (KAL-te SEN-dra). A dryad besieged by evil.

Caldor (Cal-dor), Fenita (Fenita) and Xendita (Zen-di-ta), three sprites sent out to find help.

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1. The characters are interviewed by three sprites.

Part 2. The characters travel through the forest of Cormanthor experiencing some of the dangers that can be found there.

Part 3. The characters attempt to save the sprites's home, and rescue the dryad by killing the various invasive spiders and destroying their webs.

ADVENTURE HOOKS

Here are some hooks to get motivate the characters:

Agent for Hillsfar. Rumors travel far, and you were a few days travel of Hillsfar when you heard that its new First Lord, Vuhm Yestral has let it be known that he is hiring adventurers. Hillsfar is looking for adventurers both to contact the elves of Cormanthyr and negotiate an alliance and to search the wood for other opportunities that Hillsfar might capitalize upon. Not one to pass up on such an opportunity you started your journey east. Along the way you met up with fellow adventurers following the same promise of work.

Factions. Your faction is concerned that the new First Lord of Hillsfar, Vuhm Yestral is hiring adventurers so soon after achieving his position. What new mischief is he instigating? They ask you to

travel to Hillsfar and offer up your services. As usual you are paired up with members of other factions for the mission.

INTRODUCTION

Various crops are ripening, one either side of the hard dirt track you are traveling on. Just past the field on the south stand the tall trees of Cormanthor. Tomorrow your group starts north, and with luck shall find Hillsfar by sunset.

TRICKS OF THE TRADE

Before start of play, you need to get a feel for these characters, not just statistics but personalities and alignments. The first encounter is role-playing intensive and having a feel for the characters should help make it a fun/memorable encounter.

Getting to know you. If the characters are not familiar with each other have them make introductions to each other and ask them to include one fact of their personality that might have become evident during a day's travel.

PART 1. MORNING INTERROGATIONS

Estimated Duration: 15-30 minutes

Just as the characters start their day, three sprites arrive. The sprites need help, and they want to know if the characters are the type that would aid them. They prefer that the characters be good hearted, but are willing to settle for those who just want to make a good impression upon the forest folk in the name of Hillsfar. If there are those that are evil in the party, the sprites might accept their help, but only if those agree to not harm the forest and to not linger in the forest after helping the sprites.

GENERAL FEATURES

The campsite has the following general features:

Terrain. Flat dry dirt and stones on the south side of rough road surrounded by fields of ripening grain.

Weather. Warm with partly cloudy skies.

Light. Dim but brightening as the sun rises.

Smells and Sounds. If the party is planning on a cooked breakfast of some type then the smell of wood smoke. Rustling noises from in the fields as the small creatures of the day start their search for food.

UNINVITED GUESTS

The characters are assumed to have had someone on watch as they are less than a half mile from the woods. The party may have used tents, but the weather is warm and dry enough to just use bedrolls under the open sky. Their campsite is one that has been used by travelers frequently, there is a pond not far away, a depression obviously used as a fire pit and some scrub pines on the west side of the clearing provide a wind break.

Just after dawn three very tired and worried sprites fly up to the campsite. The sprites's home is threatened by monstrous evil creatures and they need help. However, not just any help will do, they must be reassured that the characters won't harm the forest. Insert the name of the character with the highest passive Perception in the blank space of the boxed text below.

The last watch has just woken everyone up, breakfast and camp chores barely started when _____ notices a faint whirling noise. Something is approaching the camp from the woods.

The sprites do not approach invisibly, as they want to quickly determine if the characters are suitable assistance.

Three sprites approach your group. A slight female with white stripped hair speaks "I am Xendita, and this is Fenita" as she points to a muscular female sprite, "and this is Caldor" pointing the lone male in the group. "We are seeking assistance. Will you hear our plea?"

The sprites have been traveling all night looking for a group strong enough to be successful. If refreshment is offered they gratefully accept some milk or a bit of bread. Xendita explains:

» They and others of their tribe make their home in the upper branches of an ancient oak near

- the border of the Darkwoods in the Forest of Cormanthor.
- » The oak is also the home of a dryad named Kaltensendra.
 - » Yesterday giant spiders and their foul shepherds (ettercaps) came to the oak and started wrapping it in webs, attacking the dryad.
 - » One of the spiders seemed to be made of shadows and it appeared to weaken the dryad.
 - » Some young wood elves attempted to help, but though they slew many in the end, they too became encased in webs.

As the situation currently stands, the dryad Kaltensendra and three of the elves are encased in webs. One of the ettercaps remains, some of the smaller spiders and one of the larger. But they are more than we can fight off on our own. Will you aid us?

What Can They Pay? They offer to give five doses of the sleep poison (or one per character whichever is greater) once the characters are successful and they are sure that Kaltensendra, if rescued, has trinkets she would share. If the characters bargain, they can get up to 2 doses per character. If the characters prove themselves allies by helping, the sprites are also willing to introduce the characters to the elves, in order to help open negotiations with Hillsfar.

Can We Trust You? If the characters agree, the sprites then ask if they might test the characters hearts. The sprites are risking bringing in strangers to the forest, and to their homes. They need to be sure of the characters good intentions. Sprites can tell by the beating of a creature's heart if it is darkened by hate or greed. Their Heart Sight ability requires them to simply touch a creature. If the creature fails a DC 10 Charisma saving throw then the sprite knows the creature's alignment. The character can opt to fail the save automatically.

ROLEPLAYING CALDOR, FENITA & XENDITA

Sprites are generally serious creatures and these three are not exceptions to the stereotype.

- » **Caldor (Cal-dor)** is the youngest and has

- » only recently set up his own household. His young family is in great jeopardy as, being newer, they are in lower section. Thus, he is more willing to compromise regarding now "good" aligned their assistance is. "Can we afford to be picky?"
- » **Fenita (Fen-ita)** is skilled in warfare and a capable leader when in combat. Angry about the dryad's failure to rally aide, she is impatient with pussyfooting around a subject. "We need help. Are you brave enough?"
- » **Xendita (Zen-di-ta)**, as oldest, is the spokesperson for the group. She knows how to bargain and is not too proud to beg. "Our situation is dire, what can we offer or say that will sway your hearts?"

TRICKS OF THE TRADE

Bargaining with the Sprites. There are two points that can bog down a group. The sprites are appealing to the characters better nature. The sprites don't have much in the way of material things, but their homes are important to them. They know Kaltensendra has a gem or two, which she would likely reward her rescuers, but they do not know the value of the gems.

Test of the Heart. The second potential issue is that of alignment. If one or more of the party is of evil alignment, the sprites want to know why that character is willing to help them. The sprites are concerned about motives and want promises that the character does not intend to bring harm to the forest. If a good-hearted character vouches for the evil aligned one, it satisfies the sprites.

DEVELOPMENT

If the characters agree the sprites led the way into the forest as soon as everyone is ready.

XP AWARD

If the characters agreed to help and did not injure the sprites they gain 25 xp.

PART 2. INTO THE WOODS

Estimated Duration: 40 minutes

Story Beats: The forest is not a static place, though much is old growth it is ever renewing and changing, capable of surprising even those who live there.

The route that the sprites took out of the forest is not generally speaking one the characters can easily navigate since they are not Tiny nor can they fly. The sprites don't normally travel by foot so they have the characters use various animal trails.

Four short scenarios are provided. If time is an issue, choose two that you believe your players might enjoy the most.

GENERAL FEATURES

The forest of Cormanthor has the following general features:

Terrain. Towering maples, majestic shadowtops and ancient oaks dominate the forest. Verdant and diverse underbrush run the gamut of merely annoying to dangerous. If Dashing, Perception DCs are raised by 5.

Weather. There is a light rain year-round within the forest. As a result, the ground is damp and the air humid. The canopy blocks any winds that might prevail above, so the air is calm and stagnant at ground level. In the northern reaches of the forest, patches of dense fog are common.

Light. Generally dim light because of the heavy foliage.

Smells and Sounds. The chirping of birds and rustling of small animals with the occasional crash as an ambitious squirrel falls out of a tree.

When you reach the edge of the forest, Xendita suggests that the sprites spread out among the group, Fenita showing the way and Caldor as a rear guard. For the first few miles, the forest is mostly pines and there is little undergrowth. But as you get deeper the woods change and the undergrowth becomes dense. The path the sprites pick is narrow, likely a deer trail. Soon you are surrounded by towering maples and oaks beneath which wild roses, and various bushes

grow with abandon. Sunshine struggles to reach the forest floor through the canopy of leaves.

TRICKS OF THE TRADE

Exploring the Woods. While there are specific encounters, they can be woven together by allowing the characters a chance to use their abilities, especially rangers and druids. Nature checks to determine species or to realize the trees here seem to grow taller than elsewhere. While the Boar Rush encounter should be last, feel free to mix things up.

Avoiding the Wood Elves. If pressed about the path the sprites might confess that while this is the most direct way to their tree, it also allows them to avoid arguing with the wood elves about your presence until after the characters have proven their willingness to aid the forest folk.

FAUNA

Not all that call the forest home are humanoid or monsters.

You have been following the winding path in a southwesterly direction for two hours. You can see a break in the foliage ahead and the glint of sunlight on water. A low menacing growl can be heard from that direction.

There is a small clearing ahead with a pond. There a doe and her two fawns were getting a drink when a pack of three **wolves** cornered them. The clearing has a radius of about 50 feet; the small pond is at its center and is only 15 feet across. The center of the pond is 5-foot-deep, the edges are two-foot deep. The wolves are interested in a meal not in fighting to the death and can be easily scared off as there is plenty of game in the forest. The deer flee at the first opportunity. This should not necessitate extensive combat. If the characters do kill the wolves or allow the deer to be slaughtered, then the sprites insist that the bodies be removed from the immediate vicinity of the pond, so that the water is not fouled and scavengers do not scare away others that use it.

FLORA

The sprites navigate the way, though occasionally they seem unsure about which fork to take in the path, looking at the characters and deliberating

briefly about deadfalls and avoiding the bears.

The path has been closing in, becoming barely four feet wide with sharp razorvines climbing over the smaller bushes and trees. Fenita curses quietly as she spies the deadfall ahead. "We can simply fly over it, but you must climb it."

The deadfall blocking the path is a massive maple. It took down a few smaller trees when it fell.

RAZORVINE DEADFALL

(Simple obstacle, Level 1-4, moderate threat)

A large maple fell and took a few smaller trees down with it resulting in a deadfall that is 6 foot tall and 5 foot wide (at the narrowest part). Razorvine has covered the deadfall.

Effects. There are plenty of handholds so climbing is easy, a DC 5 Strength check is enough to get a character up the obstacle. However, doing so means taking a chance that the long thorns of the vines might pierce a character. A successful DC 10 Dexterity saving throw is needed or the character takes 5 (1d10) slashing damage. Once on top a character may jump down using Acrobatics or Athletics to avoid a second chance at injury.

Countermeasures. Those in plate mail or doing something to protect their entire bodies make the save with advantage. A ten foot wide section of vine can be destroyed. It has an AC of 11, 25 hit points and is immune to bludgeoning, piercing, poison, and psychic damage.

XP AWARD

If the characters overcome the obstacle and do not burn down a portion of the forest they gain 25 XP.

ABANDONED DWELLINGS

The elven population of Cormanthor is much reduced from its golden age. Old dwellings are scattered about, some sad but harmless husks, others deadlier dwellings. The characters have no need to explore these places, other than curiosity. The sprites urge them onward.

From time to time you catch glimpses of platforms jutting out of massive old trees, decaying remnants of sylvan homes. The sprites hurry you along, keeping you on the path. Temptation comes closer as the trail snakes next to an ancient stone dwelling that is nestled against a large maple. The door to the interior perished long ago. The remaining outside walls are covered in ropey vines, which might be why they and the roof are still intact.

The original purpose of the 30 by 30 foot stone building is lost to time. The maple grew up after the building was abandoned, so while it may appear as if one can go through the building into the tree that is not the case. Various creatures have used it as temporary home and one left a pit trap near the one object of interest in the room, a carved stone bench. It resides along the wall opposite the doorway. If examined traces of an inscription in both dwarven and elven celebrate the friendship between Daff of clan Shieldstone and Telkeri of Moonglamaer. A DC 20 History check reveals that the Moonglamaer were a prominent wood elf clan, the other name is unknown.

The dark interior provides a good growing place for fungus, especially **dark truffles (violet fungus)**. Starting at ten feet inside there are three patches of the dark truffles scattered about. A DC 12 Wisdom (Perception) notices that there are some type of mushroom type fungus growing in the building.

PIT TRAP

Simple trap (level 1–4, moderate threat)

This trap consists of a 10-foot deep pit, concealed by a tattered canvass covered with leaves and dirt. The trap is immediately in front of the bench and takes up a five-foot square.

Trigger. Anyone stepping on the canvass triggers the trap.

Effect. The triggering creature must make a DC 10 Dexterity saving throw. On a successful save, the creature catches on the pit's edge or instinctively steps back. Otherwise, the creature falls into the pit and takes 3 (1d6) bludgeoning damage

Countermeasures. A DC 15 Wisdom (Perception) check reveals the canvass. A 1-foot wide ledge around the edge of the pit is safe to cross. If the characters have darkvision or use a bright light the DC is reduced to 10.

ADJUSTING THE ENCOUNTER

These are not cumulative.

- » **Very weak.** Remove the **needle** and two **twig blights**.
- » **Weak.** Remove two **twig blights**.
- » **Strong.** Add a **needle blight**.
- » **Very Strong.** Add a **needle blight** and a **twig blight**.

XP AWARD

If the characters avoid the temptation to explore the dwelling they gain 25 XP.

BOAR RUSH

The boars had wandered into a blighted area and been attacked. They easily out run the blighted creatures, but the chase as brought the frightened creatures into an area the characters must cross.

Several game trails cross just ahead and the sprites assure you that their home is not far now. A crashing from your left announces a stampede of five boars headed straight for you!

Something spooked them, and they are just running blindly. Characters can simply move out of their way, jumping up into a nearby tree, or dodging through the bushes. If a character does not move out of the way, the character suffers Charge attack as the **boar** runs by.

A DC 12 passive Wisdom (Perception) notices small needles in the hides of the boars.

While the startled boars were no real threat, fifty feet from where you encountered them is the reason for their flight. An old boar has been entangled by a vine and creatures seemingly made of twisted plants were attacking it. Sensing your presence, some now turn to face your party.

There are two **needle blights**, three **twig blights** and a **vine blight**. They block the path ahead. Going off the path is possible but it is difficult terrain. The sprites assist by attacking the twig blights. The vine blight focuses on killing the boar but switches its attention to the characters when attacked or after the second round of combat as the boar dies.

DEVELOPMENTS

The entire trip took eight hours of travel time. As it is summer there is still light, but there is just time for a short rest if necessary. The sprites are convinced that the blights were drawn to the area by the corruption occurring at their tree.

PART 3. TANGLED WEBS

Estimated Duration: 40 minutes

Story Beat. Emphasize the gloom of the area, the scuttling of many legged creatures, the webs growing ever higher up the tree.

The spiders and ettercap have been busy making webs, so they have not yet killed the dryad or the captured wood elves. Three wood elves are in web cocoons that hang from the oak tree while the dryad is held in another anchored to a rock 20 feet from any tree.

GENERAL FEATURES

The oak stands in an eighty foot radius grove clear of underbrush.

Terrain. Trampled grasses and wild flowers with a few boulders that are at seat eight for most Medium size creatures.

Light. Dim with areas lightly obscured by webs.

Tree. The tree is 120 foot tall, the trunk has a five foot radius at its base and its branches extend out forty feet on every side. The lowest branches are thirty feet above the ground.

Webs. Each ten foot cube of giant webs has AC10, 15 hit points, vulnerability to fire and immunity to bludgeoning, piercing and psychic damage.

Entering or attempting to climb a web without the Web Walker ability requires a DC 12 Dexterity Web Walker ability requires a DC 12 Dexterity saving throw or the creature climbing becomes restrained. To escape a successful DC 12 Strength check is required.

THE GROVE OF KALTENSENDRA

A massive oak, over 100 feet tall, stands in an open glade. Trampled grasses and wild flowers tell the tale of desperate fight. The carcasses of a giant spider and an ettercap, with obvious signs of cannibalism, lay where they were felled. Three medium size cocoons dangle from the lowest limbs of the tree. A giant spider is extending a web that encircles the tree and reaches up thirty feet. On the left side of the glade an Ettercap is overseeing some medium size spiders as they work on webs on the outer edges of the glade. Off to the right about 20 feet from the base of the tree, a cocoon lies on a web covered rock a shadowy spider shape standing guard over it.

The characters are facing an **ettercap**, a **giant spider**, three **giant wolf spiders** and a **spider shadow** (use the statistics **shadow**). The shadow is guarding the dryad and does not advance. The sprites deal with a swarm of spiders that have climbed up the tree and are nearing their homes. Their homes start at 70 feet up the tree, the swarm is currently 60 feet up.

Webs. The webs around the tree are 10-feet thick. The cocoons can be destroyed (AC 12, 10 hit points), doing more than that amount of damage harms the creature inside as well.

The **dryad** and **elves** (see sidebar) are at half hit points. If rescued, they are poisoned, but try to help.

The **ettercap** and **wolf spiders** are 40 feet away from the paths entrance.

ADJUSTING THE ENCOUNTER

These are not cumulative.

- » **Very weak.** Remove the **shadow** and two **giant wolf spiders**.
- » **Weak.** Remove the **shadow**.
- » **Strong.** Add a **giant spider**.
- » **Very Strong.** Add an **ettercap**.

TRICKS OF THE TRADE

Combat Encounters. If there are any fey in the group, besides the sprites, the Ettercap targets them. The spiders are not all that intelligent so they do not gang up on squishy looking targets.

OAKSTAFF CLAN WARRIORS

For the elves, use statistics for tribal warriors with the following changes:

- » They are chaotic neutral wood elves who speak Elven and Common.
- » Their speed is 35 ft., have a Wisdom of 12, gain darkvision, and a passive Perception of 11.
- » They gain Mask of the Wild.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist and other natural phenomena.

- » They gain Fey Ancestry.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

- » They gain Longbow ranged attack.

Longbow. Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 150/600 ft., one target. Hit: 4 (1d8 + 2) piercing damage.

TREASURE

If Kaltensendra survives, she gifts them with a *dryad's cloak (cloak of protection)* and gems worth 100 gp.

The sprites make good on their bargain and gift the characters with 1-2 doses of their poison each. If the characters avoided going into the Abandon

Dwelling, they give them each an additional dose. The sprites also offer the **Favor of Cormanthor Sprites** if the characters saved Kaltensendra.

If the wood elves were saved they thank the characters, once they realize the characters came with little assurance of reward, they give them 150 gp in gems (50 each). They also make sure the characters leave the forest by the shortest and safest route.

CONCLUSION

The wood elves, led by a warrior named Folree Thunderblossom, are grateful for the party's aid and are willing to take word of Hillsfar change of heart back to their people in Sembholme. Myth Drannor, Old Elven Court and Tangled Trees are all in ruins and most elves of Cormanthyr are scattered, fled, or killed. Folree cannot say what his people will do, he will speak well of the party due to their selfless actions.

Folree also shares that they tracked the spiders and they previously dwelt in an area of the Darkwood where a piece of Thultanthar came to rest. He cannot give them exact directions, but knows roughly where it is. It seems likely that whatever dark magic twisted the shadow spider, it lies there still (DDAL00-02B *The Weirding Vats*).

REWARDS

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

EXPERIENCE (MIN/MAX 450/600 EACH)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Wolf	100*
Dark truffles	50
Needle blight	50
Twig blight	25
Vine blight	100

Ettercap	450
Giant wolf spider	200
Giant spider	200
Swarm of spiders	100
Shadow	100

*chasing the wolves off counts as defeating them for this reward

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Deadfall obstacle	25
Resist temptation	25
Saved dryad	100
Saved wood elves	25 each
Vine blight	100

The minimum total award for each character participating in this adventure is 450 experience points.

The maximum total award for each character participating in this adventure is 600 experience points.

TREASURE

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

TREASURE AWARDS

Item Name	GP Value
Kaltensendra	100
Wood elves	150
Wolf pelts	25

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

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

DRYAD'S CLOAK (CLOAK OF PROTECTION)

Wondrous Item, uncommon (requires attunement)

This cloak reflects the color of the seasons; green

in summer, gold in autumn, mottled brown in winter and in spring is mottled in pale shades of green and cream. You gain a + 1 bonus to AC and saving throws while you wear this cloak. This item can be found in the *Dungeon Master's Guide*.

SPRITE SLEEP POISON

Poison (injury)

Made by sprites for coating their arrows. When a target is hit by an arrow, bolt or weapon that has been coated with a dose of this poison, the victim must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If the saving throw is a 5 or lower the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake them awake. It cannot be reversed engineered.

STORY AWARDS

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

Favor of Cormanthor Sprites. By saving the dryad Kaltensendra and the oak tree that is their home, you have gain the favor of the sprites of Cormanthor. As they spread tales of your deeds, you gain advantage Charisma checks when dealing with the sprites in Cormanthor.

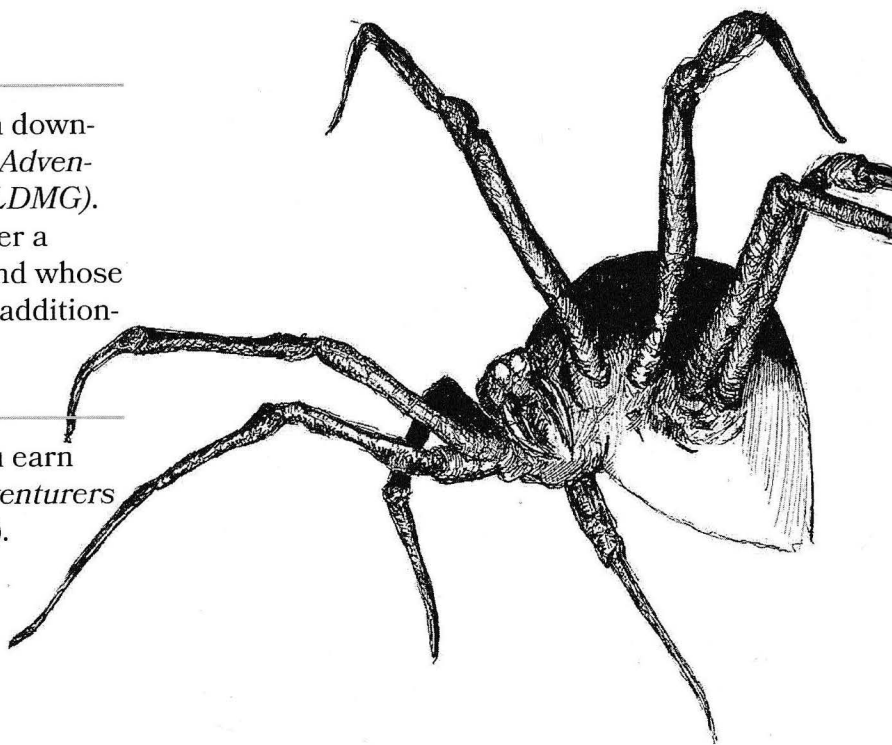
PLAYER REWARDS

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

Members of Emerald Enclave that tender a report on current conditions in the forest and whose party did not burn any of the forest gain an additional point of renown.

DM REWARD

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



CHAPTER 5. THE WEIRDING VATS

Goblins abound! Strange goblins have been sighted in the farm lands south of Hillsfar! Locals report that they have been straying from the forest-realm of Cormanthor to the south in increasing numbers, and beg you to put an end to their incursions!

Welcome to DDAL00-02B *The Weirding Vats* by Travis Woodall. This adventure is designed for three to seven characters of 1st-4th level and is optimized for five characters with a specific average party level (APL) of 3rd level.

ADVENTURE BACKGROUND

In 1487 DR, the Shade Enclave, the Netherese citadel Thultanthar was pulled from the sky by the Old Mage—Elminster Aumar, himself. That's the good news. The bad news was that it fell directly on top of and utterly destroyed Myth Drannor. During the war that preceded the citadel's destruction, a number of fragments of the citadel fell from the sky and landed throughout the forest of Cormanthor. One particular fragment housed a long-forgotten complex of necromantic and alchemical evil—the Weirding Vats.

The fragment went unnoticed for some time until a rather opportunistic hobgoblin named Gorig happened upon it and discovered its secrets. For the next few years, he toiled away—researching the contents of the vats and their effects on his goblin minions. Now, his plans have borne fruit, and his scheme to control the region of the forest has been set in motion.

LOCATION AND NPC SUMMARY

The following NPCs and locations are featured prominently in this adventure:

Cormanthor Forest. Cormanthor Forest is an ancient forest full of ancient secrets. The elven nation of Cormanthyr calls the forest home, but after eons of struggle, most of its elven denizens had fled, and drow rose to take their place. Within the last 150 years, an army of elves reclaimed the forest, but their dreams of restoring the kingdom were recently dashed to pieces when its capitol, Myth Drannor, was finally destroyed by a falling

Netherese citadel, Thultanthar.

Grennil Harl (GREN-uhl). A no-nonsense halfling wheat farmer who runs a farm with his half-dozen sons and a human farmhand. Grievously wounded during an attack by unusually aggressive and large goblins.

Gorig (GORE-egg). A hobgoblin wizard and alchemist that happened upon the Weirding Vats. Has been researching and using the vats to augment goblins in an attempt to assume control of the local area—including, but not limited to, the southern reaches of Hillsfar's influence.

The Weirding Vats. A long-forgotten complex hidden in the bowels of Thultanthar. Rediscovered shortly before the destruction of the Shade Enclave.

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1. The characters arrive at the Harl Farmstead and learn about a recent goblin attack, and find that the goblins appear to have originated from the Cormanthor Forest to the south.

Part 2. Locating the Vats is easy enough, but along the way, the characters are beset by malevolent denizens of the forest.

Part 3. Within the Vats, the characters must contend with Gorig, the hobgoblin wizard, and his host of mutated goblins.

ADVENTURE HOOKS

Rumor is that the farmlands to the south of Hillsfar have been plagued with goblins the last tenday or so. What's strange, however, is that the goblins are reported to be coming from within Cormanthor forest. Stranger still is that they are larger and more aggressive than normal goblins are.

Hillsfar Takes Care of Hillsfar. Characters hailing from or affiliated with the City of Trade are summoned to meet with First Lord Vuhm Yestral. He informs them that outlying farms have been suffering from goblin raids and he would like them to visit one of the outlying farms that has been

attacked most recently and do what they are able to assist its residents. A wood elf of the Oakstaff clan named Folree has previously passed off a report of strange shadow magic in the area mutating some of the forest's fauna. If the goblins can be dealt with, Hillsfar's success against them can demonstrate that the city state will make a fine ally for the elves of Cormanthyr.

Here Are Your Orders. Characters that are members of factions receive instructions from their local representatives instructing them to venture to the southern reaches of the Moonsea and investigate these rumors and follow whatever leads they find.

A Chance Encounter. As they are traveling through the area south of Hillsfar, the characters happen upon a tragic scene. A Red Plumes patrol appears to have been ambushed and slain by a number of Small creatures—something confirmed as the characters investigate the scene.

PART 1. THE RURAL MURDER

Estimated Duration: 15 minutes

Whatever their reasons for their travel might be, finding the Harl Farmstead is easy enough.

GENERAL FEATURES

The area has the following general features:

Terrain. The farmlands south of Hillsfar consist primarily of gently-rolling plains of tall, green grass. The fields south of the Harl farmstead are full of three-foot deep wheat.

Weather. The weather is mild and breezy—sending the wheat into gentle waves.

Light. The sun is high in the sky and the area well lit.

Smells and Sounds. The smells of earth, grass, faint manure, and lingering smoke. Calls of birds and chickens, excited shouts in Halfling.

THE HARL FARMSTEAD

Grennil Harl's family consists of twelve halfling commoners, and Nikol, a human guard—wheat farmers the lot of them. Four days ago, the Harls were beset upon by goblins. This is—in and of it-

self—not unusual; such attacks are not unheard of in the southern reaches of the Moonsea. The goblins themselves were, however, exceptional.

As the characters arrive, read or paraphrase:

The dirt road winds lazily down into a wide vale, at the bottom of which rest three modest buildings—homes, from the look of them—and a large barn. Beyond the buildings, the vale widens into a vast plain full of gently-swaying wheat. A thin tendril of smoke curls from the chimney of the largest of the three houses.

As you crest the hill and begin your descent into the vale, dark spots appear in the midst of the sea of amber grasses and begin to move towards you. As they emerge from the field's border, you realize that they are halflings.

As the characters arrive, a total of four adult halflings approach each bearing gifts of warm, delicious bread and cool, clean water.

Assuming that they have been sent in response to the goblin attacks, the Harls are immensely relieved and excited to see the adventurers. They speak loudly and excitedly in unison—making it very difficult to understand what they're saying. A character succeeding on a DC 11 Wisdom (Insight) check manages to glean the important bits of information. Halflings make this check with advantage. Otherwise, speaking in a raised voice manages to shut the halflings up until they can figure out who is going to speak for the group.

The halflings make it pretty clear that they are quite scared of the goblins returning. To that end, they plead for the characters to venture into the forest to make sure they don't come back; with Nikol dead, it's pretty unlikely that the farmstead would survive another similar attack. In conversing with the Harls, they relate the following:

» **The Raid.** The goblin raid occurred four days ago. There was only a pair of them (unusual), it occurred during the day (unusual), and it appears they came for food (normal). The halflings have heard there have also been raids on other farms. The goblins approached the farmstead from the south, through the fields of wheat. They wager the goblins probably came from Cormanthor Forest—visible beyond the

wheat fields.

- » **Injured Halflings.** The halflings have a burly human farmhand (Nikol) who managed to kill one of the goblins, but it exploded as it died, burning Grennil and his son pretty bad. Nikol died in the explosion. The two injured halflings are in Grennil's home—the largest of the three. While Grennil will survive, his son Reidle, won't.
- » **The Goblins.** If asked, the halflings lead the characters into the barn's root cellar where the dead goblin is being kept. Upon examination, it's readily apparent that this is no ordinary goblin—it's nearly 4 feet tall, and its disfigured features are green and grotesque. It has no lingering magical auras (something that *detect magic* confirms), but a character succeeding on a DC 11 Intelligence (Arcana) checks reveals that it bears signs of exposure to alchemical agents (burns, unusual smell, etc.).

DEVELOPMENT

If the characters want to talk to Grennil (or whoever is in charge), the halflings are hesitant to allow it, but are powerless to stop them. One of Grennil's sons—a skilled herbalist—concocted a tea of local herbs that has Grennil and his son heavily sedated. Grennil doesn't do much other than loll and babble. His son, is much worse for wear; any character that succeeds on a DC 11 Wisdom (Medicine) check reveals that his wounds are no doubt fatal—without magical healing, he likely won't survive the night.

If the characters intervene so that either regains hit points, they are out of danger (for which the family is thankful), but without rousing them from their sedation (the Poisoned condition), they aren't much help.

If healed and roused from his stupor, Grennil offers the characters a handsome reward of 25 gp if they also venture into the forest and successfully eradicate the goblin threat. Otherwise, one of the other halflings does so—but without the promise of a reward (as only Grennil is able to make the offer).

If the characters follow the goblins's trail; they find that the goblins cut a distinct swathe through the wheat fields which leads into the forest.

PART 2. TIP TOE THROUGH THE FOREST

Estimated Duration: 45 minutes

Provided that the characters attempt to, they find the trail left by the goblins to be easy to follow deeper into the forest. As they travel, they happen upon some of the local wildlife that has been driven into a rage by the recent events in Myth Drannor and the goblins's incursions into their territory.

GENERAL FEATURES

The forest has the following general features:

Terrain. While the ground in the forest is largely level, there are occasional gullies and hollows that can make traversing it dangerous. Additionally, the immense trees cast immense roots. Thickets of dense undergrowth don't do anything to help the situation in this regard.

Weather. There is a light rain year-round within the forest. As a result, the ground is damp and the air humid. The canopy blocks any winds that might prevail above, so the air is calm and stagnant at ground level. In the northern reaches of the forest, patches of dense fog are common.

Light. The canopy blocks much of the sun that might reach the forest floor, but there are occasional areas where it is sparse enough to allow light in. It is typically dimly lit.

Smells and Sounds. Sometimes the forest is a cacophony of animal sounds; other times it is deathly silent. Bird calls, rustling trees, babbling brooks, whispered voices. Fresh-turned earth, flowers, rot.

NAVIGATING THE FOREST

While the trail left by the goblins is fairly obvious, it sometimes leads the characters in circles. In order to avoid becoming **lost**, the characters must succeed on two DC 11 Wisdom (Survival) group checks.

Characters that cannot become lost automatically succeed on their check. One of these checks occurs before the random encounter (see, below), and the other afterwards. If either check fails, each of the

characters suffer a level of exhaustion as they spend the better part of the day cutting themselves free of thorny vines, digging themselves out of muddy pits, and traversing other hazards.

RANDOM ENCOUNTERS

As the characters follow the goblins's trail, they are beset upon by denizens of the forest—reflected by one random encounter. If you are running this adventure with time constraints, consider determining the encounter ahead of time. Otherwise, feel free to roll on the charts below. Additionally, if you have the time and inclination, feel free to run more than one encounter. Note, however, that this **doesn't** change the treasure awarded (see below).

Adversaries. Each encounter has a prescribed set of enemies that the characters face, along with suggestions for adjusting the encounter to provide an appropriate challenge for your characters. The title has the encounter's default location, but this is optional. Change it if you wish!

Treasure. While you may run more than one encounters if time permits, the characters earn no additional treasure. They find only one parcel no matter how many encounters they might play through.

VAT GOBLINS

The thugs and berserker encountered here, and any future vat goblins, use standard statistics for those creatures with the following changes:

- » They are chaotic evil goblins, gaining +2 Dexterity, have darkvision and the ability to speak Goblinoid and Common.
- » They gain the Death Burst trait:

Death Burst. When the goblin dies, it explodes in a burst of necrotic slime. Each creature within 5 feet of it must then succeed on a DC 10 Dexterity saving throw or take 3 (1d6) necrotic damage.

- » They gain the Nimble Escape trait:

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

- » The thugs have shortbows instead of crossbows:

Shortbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

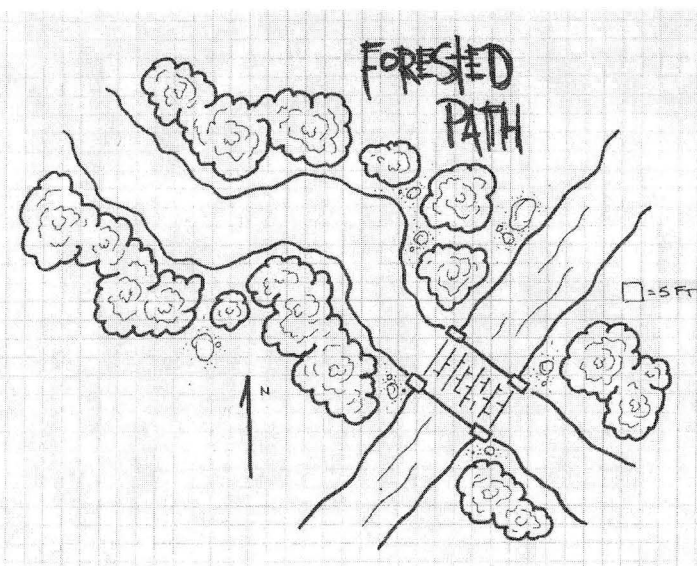
RANDOM ENCOUNTERS

1d4	Encounter Adversaries
1	Gorig's Goblins
2	Eww...Is a Bug!
3	No Gnews like Gnoll Gnews
4	Green Warders

1. GORIG'S GOBLINS (FORESTED PATH)

As the characters follow a narrow path through the forest, they're ambushed by some of Gorig's goblins.

A creek near the path you are following passes under a finely-carved stone bridge—no doubt millennia old. The scene would be serene were it not for the complete lack of any sounds that you would expect to hear in a forest. No birds singing, no squirrels running among the trees...nothing.



A heartbeat later, two **vat goblin thugs** and a **goblin berserker** burst from the foliage on either side of the path. The goblins aren't particularly adept at sneaking about; characters with a passive Perception score of 11 or higher aren't surprised by the goblins. These goblins look similar to the one that

attacked Harl's farmstead.

The goblins are crazed and if captured respond only with feral grunts and growls.

ADJUSTING THIS ENCOUNTER

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

- » **Very Weak:** Remove the **berserker**.
- » **Weak:** Replace the **berserker** with a **thug**.
- » **Strong:** Add a **berserker**.
- » **Very Strong:** Replace the **thugs** with three **berserkers**.

Treasure. The goblins carry a total of 25 gp in various coins, and an unusual stone made of translucent, green crystal worth 25 gp.

2. EWW...IS A BUG! (SERENE GLADE)

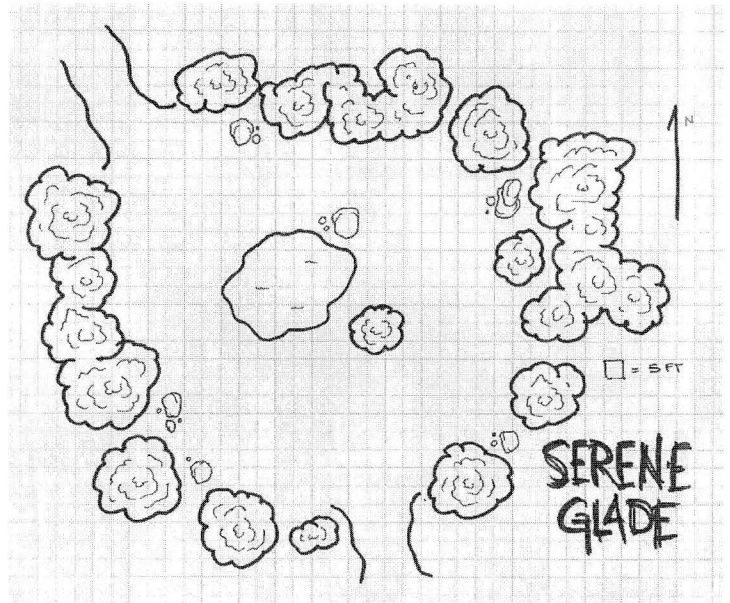
The characters happen upon a serene forest glade. Unbeknownst to the characters, the goblin activity in the area has enraged some of the local fauna.

NOTE: This encounter can be **time consuming**; use it only if time isn't a consideration.

The sight before you is beautiful, indeed. The path you are following leads into a wide glade, with a large pond in the center. A thick copse of trees lines the glade to the west, and butterflies flit among the bright, colorful flowers.

Without warning, the silence is broken by a buzzing din—barely audible at first, but growing deafeningly loud as clouds of flying insects emerge from the foliage towards you!

Two **swarms of insects** enter the glade, agitated by the goblins in the area. The DM may choose which of the two types of swarms are present using the Variant Insect Swarm sidebar. While characters that leap into the pond are safe from the insects's attacks, two **swarms of quippers**—which happen to call the pond home—are all too happy to feast upon creatures hapless enough to fall in. The pond is only a few feet deep and lined with soft water plants.



ADJUSTING THIS ENCOUNTER

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

- » **Very Weak:** Remove the **quippers**.
- » **Weak:** Remove a **swarm of quippers**.
- » **Strong:** Add a **swarm of insects**; all **insects** are centipedes (see Appendix. Monster Statistics, below).
- » **Very Strong:** Add a **swarm of poisonous snakes** to the pool; the snakes follow creatures that exit the water.

Treasure. Characters within 5 feet of the pool that succeed on a DC 13 Wisdom (Perception) check notice the glint of gold at the bottom. Characters diving in and examining it further find a ruby-encrusted goblet worth 50 gp.

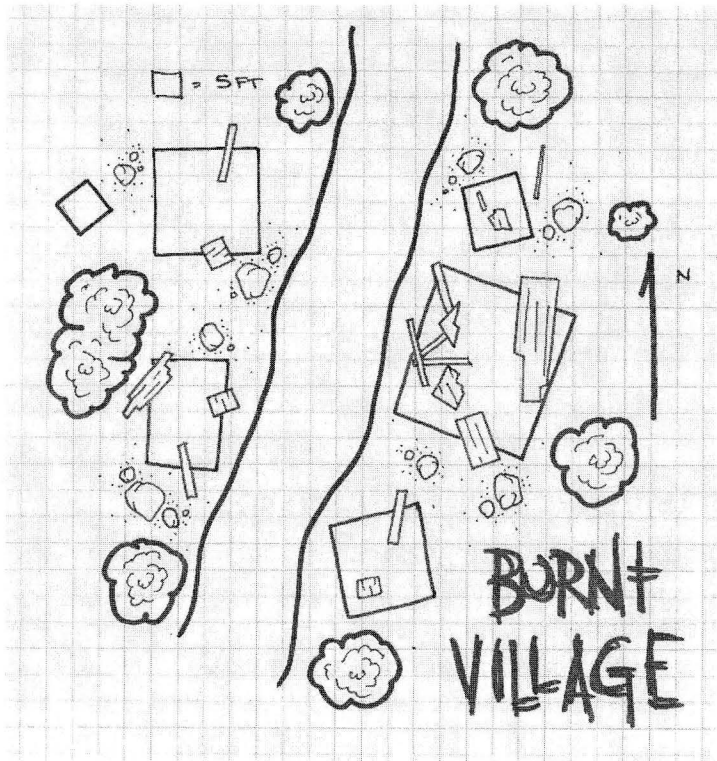
3. NO GNEWS LIKE GNOLL GNEWS (BURNT VILLAGE)

The characters come across the ruins of a tiny village destroyed by gnolls.

You smell it before you see it. Rounding the path, you enter a large clearing with the charred remains of what looks like a half dozen tree houses—all of them burnt to the ground. The buildings don't seem to be the only victims—nearly a dozen dead elves lay scattered about the area. While most bear wounds synonymous of weapons, others look like they've

been simply torn apart.

To make matters worse, you hear the wailing of a baby somewhere in the wreckage of a large home.



Unbeknownst to the characters, there is no baby—the sound they hear is that of a **leucrotta**, a monstrous creature spawned in a fashion similar to gnolls. It is here along with a **gnoll hunter**. Both are reveling in their feats of wickedness. Characters that don't detect the leucrotta's ruse are surprised.

The Leucrotta (LOO-krott-uh). This wholly evil creature hides inside the ruins of the larger house, using its Mimicry ability to sound like an elven baby—even going so far as to use infantile renditions of Elven words such as “help,” “mommy,” or “daddy.” Characters with a passive Insight of 14 or higher notice something malevolent about the sounds, but only if they are within 30 feet of the ruined building—the sound of crackling flames make it impossible to detect the ruse further away than that. It waits until the characters investigate the noise before padding malevolently out of the ruins (or if it believes the characters have detected it—whichever happens first).

The Gnoll. Any gnolls in the area hide in the other houses, waiting for the leucrotta to attack.

ADJUSTING THIS ENCOUNTER

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

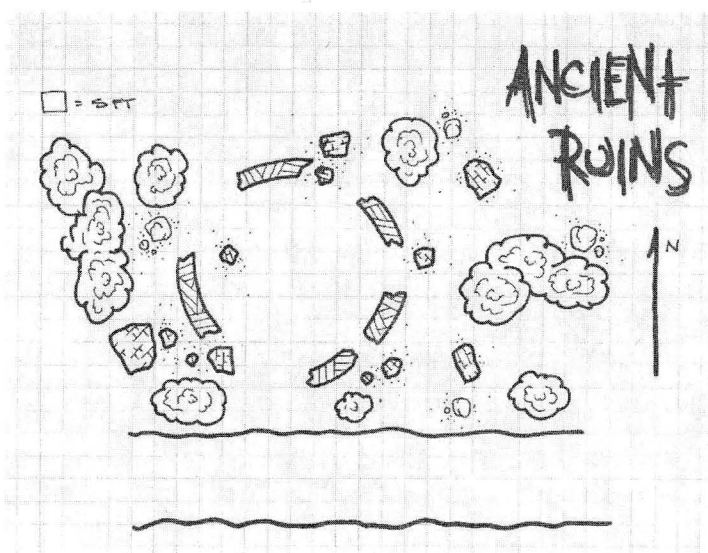
- » **Very Weak:** Replace the **leucrotta** with an especially talented **gnoll hunter** with the Mimicry trait.
- » **Weak:** Remove the **gnoll hunter**.
- » **Strong:** Add a **gnoll hunter**.
- » **Very Strong:** Add a **leucrotta**.

Treasure. The leucrotta is wearing a blood-stained, bronze torc worth 10 gp, and the gnoll carries 5 gp in coins. The mutilated body of an elf lies on the ground nearby, wearing a mithral and jade necklace worth 35 gp.

4. GREEN WARDERS (ANCIENT RUINS)

The path winds through the ruins of an elven tower.

The ruins before you must have once been a graceful, round tower of exquisitely cut stone. But, like all things, the ravages of time and the forces of nature have brought it down and reduced it to little more than rubble. Thick, thorny vines grow in large clumps around the area, creating a sort of hedge wall around the inside of the ring of stone—perfect for an adventurer seeking shelter for the night. In fact, the remains of a long-dead campfire sit in the exact center of the clearing, surrounded by chair-sized chunks of stone.



If the characters are in search of a place to rest, this appears to be ideal, while it is deeper into the forest, they can hear the babbling of a brook, and the center of the ruins is truly well-sheltered from the elements. However, what they don't know is that the clumps of thorny brush are six **green warders** (use statistics for **vine blights**)—plants animated by the elves to guard their homes.

The Green Warders. The plant creatures attack if more than half of the characters enter the circle of stones. If given a choice, they attack non-elves first.

ADJUSTING THIS ENCOUNTER

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

- » **Very Weak:** Remove four **green warders**.
- » **Weak:** Remove three **green warders**.
- » **Strong:** Replace five **green warders** with a **banshee**—the tortured soul of the tower's former owner.
- » **Very Strong:** Replace four **green warders** with a **banshee**.

Treasure. Characters examining the campfire find a charred, ornate dagger worth 25 gp clutched in a skeletal hand wearing an adamantine ring worth another 25 gp.

XP AWARD

If the characters successfully navigate the forest without incurring any levels of exhaustion, award each character 25 XP.

DEVELOPMENT

Proceed to Part 3, below.

PART 3. HERE COMES THE SCIENCE!

Estimated Duration: 60 minutes

The characters arrive at the location of the fragment of the citadel that houses the Weirding Vats. Once inside, they face the hobgoblin, Gorig, and his vat goblins!

A. THE GLEN

The glen is in absolute ruin. Much of the vats's contents have spilled into the surrounding forest, corrupting the area into a blighted hellscape.

GENERAL FEATURES

The area has the following general features:

Terrain. The land here is twisted and corrupted. Trees have gone black with rot, and bear strange growths of slimy, green crystal. The ground is soggy with oozing, green muck.

Weather. The air is thick and humid. No wind touches this place, making the stench that much denser.

Light. The sky is clear, and the sun provides bright light in the day, and the moon sheds dim light in the evening. At night, the pools of green liquid glow with a dim, green light.

The Diluted Pools. The water in the pools is heavily contaminated, but not dangerous to the touch. Those drinking the water find it wretchedly metallic on their tongue—like sucking on an iron ingot—but not immediately harmful. Characters succeeding on a DC 9 Intelligence (Nature) check identify this as being wholly unnatural. Characters proficient with alchemist's supplies make this check with advantage.

Smells and Sounds. The entire glen stinks of rot and pungent alchemical fumes. There is no life here.

After traversing the forest path, signs of the goblins's passage lead to what looks like a small mountain, or rather a chunk of a larger, flying mountain unceremoniously dropped into the middle of a forest glen. It looks like that because that's precisely what it is.

To make matters worse, the entire glen is littered with large pools of fetid, green water that leak from the great rock. Whatever happened here has decimated the local plant life.

There is nothing of note here save for the pools of green muck. Shortly before the Shade Enclave fell atop and destroyed Myth Drannor, huge chunks separated and flew deep into the forest. This section

in particular housed a long-forgotten section of the citadel. When it impacted, some of the vats ruptured and spilled into the area. These pools—diluted from the near-constant rain and the small creeks in the area—are now much less toxic as those still within the complex, but their influence on the area's plant life is shockingly apparent.

DEVELOPMENT

The massive fragment in the center of the glen bears an opening that leads deeper inside. A trickle of green liquid flows from within into a nearby pool. This is undiluted vat-stuff and is harmful to the touch (see The Pools, are B below).

B. THE VAT CHAMBER

The tunnel leads into the interior of the fragment.

GENERAL FEATURES

The vat chamber has the following general features:

Terrain. The interior of the fragment was once hewn stone, but much of it was destroyed and crumbled in the impact. The floor is uneven and consists of paved tiles in some spots and rubble in others. This does not, however, effect the movement of creatures passing through the area. The walls are in a similar state. There are a number of pools of thick, green fluid scattered throughout the area.

Climate. The air is thick, humid, and strong with the metallic stench of the vats's contents.

Light. The pools glow with dim green light, and a number of stones enchanted with continual flame spells provide bright light throughout. The stones lose this enchantment if removed from the interior of the fragment.

The Pools. The liquid in the pools is much more concentrated here; even brief exposure is dangerous. Any creature coming in contact with the liquid must succeed on a DC 11 Constitution saving throw or take 7 (2d6) necrotic damage. Creatures more than half-way submerged in the liquid make this saving throw with disadvantage.

Smells and Sounds. The vat chamber smells of pungent alchemical fumes. Bubbling, rattling

chains, and shouting. consists of paved tiles in some spots and rubble in others. This does not, however, effect the movement of creatures passing through the area. The walls are in a similar state. There are a number of pools of thick, green fluid scattered throughout the area.

The interior of the mountain is surprisingly well lit. The corridor before you is rough—the once level floor of hewn stone and tiles has been utterly destroyed. The same can be said of the walls, as well.

The corridor winds to the left before opening into a large, irregular chamber. Whatever happened here has decimated the local plant life. Pools of the same bubbling, green liquid are scattered around the room. Thick, iron chains hang from the ceiling—some on rails and others on hinged bars with massive pulleys.

The sounds of shouted orders, tinkling glass, and the banging of iron on iron can be heard deeper in the chamber.



Gorig (a **hobgoblin devastator**) is here with three **vat goblin thugs** in the upper level of the chamber. Due to the difference in elevation and the interpos-

ing columns, they can't be seen unless the viewer is no further than the base of the ramp leading up to Gorig's laboratory.

As soon as Gorig or the goblins with him see the characters, they spread out and attack. One or two of the goblins leap down from the laboratory area (taking no damage due to the slope) in an attempt to flank the characters while one of the goblins blocks the ramp to protect Gorig.

ADJUSTING THIS ENCOUNTER

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

- » **Very Weak:** Replace **Gorig** with an **evil mage** (with **hobgoblin** traits and the spells listed in Gorig's spellbook in the Treasure section); the **thugs** with two **vat goblins**.
- » **Weak:** Replace **Gorig** with a **hobgoblin mage**.
- » **Strong:** Add a **vat goblin berserker**.
- » **Very Strong:** Replace the **thugs** with **vat goblin berserkers**.

TRICKS OF THE TRADE

Consider the following:

Gorig/Hobgoblin Mage. Gorig casts *haste* on one of his thugs (or a berserker if present). He prefers to use *blindness/deafness* on ranged attackers or spellcasters and *ray of enfeeblement* on the biggest, burliest opponent he can see—especially if it's not wearing much in the way of armor. In addition to his stat block, Gorig (or the **hobgoblin mage**) has the **lair actions** listed below. **Carefully** consider the make-up of your party when deciding to use Gorig's lair actions—they can **quickly** turn the tide against the characters if your party is underpowered.

Goblins/Thugs/Berserkers. Use Nimble Escape to create mobile threats. Hasted goblins might even go so far as to use their extra attack to Shove opponents into vats! One of the goblins carries two *potions of healing* (see Treasure, below), but may forget to use them in the heat of battle.

GORIG'S LAIR ACTIONS

On initiative count 20 (losing initiative ties), Gorig

takes a lair action to cause one of the following magical effects; Gorig can't use the same effect two rounds in a row:

- » **Animated Chains.** The chains hanging from the ceilings throughout the vat chamber animate and lash out at one creature that Gorig can see. The creature must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be restrained (escape DC 13).
- » **Noxious Fumes.** A cloud of noxious green fumes fills a 5-foot radius sphere centered on a point that Gorig can see within the Vat Chamber. The fumes heavily obscure the area and any creature that enters the fumes for the first time or starts its turn there must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute.
- » **Bolstering Mists.** A small cloud of bolstering mists surrounds one creature that Gorig can see within the Vat Chamber. The creature regains 7 (2d6) hit points and it can add a d4 bonus to any attack rolls or saving throws it makes until the end of its next turn.

TREASURE

The characters find 250 gp worth of alchemical supplies and magical reagents.

Gorig wears body wraps embroidered in arcane sigils. When unfurled, it is a six-inch wide swath of maroon silk a full 23 feet in length. The wraps function as his spellbook and contains the following spells: *acid splash*, *fear*, *blindness/deafness*, *false life*, *fire bolt*, *haste*, *magic missile*, *mirror image*, *ray of enfeeblement*, *ray of frost*, *ray of sickness*, *shield*, and *shocking grasp*. He also wears a *stone of good luck* around his neck on a heavy iron chain, and carries a *spell scroll of find familiar* in a scroll case.

Also in the scroll case is a letter ordering Gorig to find relics of Thultanthar and deliver them to his master, someone called Verthandantalynx, the Verdant Cloud. The letter further mentions gifting the amulet that Gorig is wearing, as a sign of the master's faith in the hobgoblin. The letter has no information about whom or where Verthandantalynx is.

One of the goblins carries two *potions of healing* in a knapsack it wears.

The liquid contained in the vat is highly unstable

and loses its potency an hour after being removed from the vats. Recreating Gorig's experiments will take years of experimentation. The hobgoblin was notoriously paranoid about his research being stolen and kept no notes. Everything he has learned of the place was meticulously memorized.

CONCLUSION

If the characters return to the Harl farmstead, Grennil has recovered well enough to forgo the use of the narcotic tea that his son had previously been administering him.

The court of the First Lord is very interested in the letter from Verthandantalynx. It sounds as if this might be someone dangerous to Hillsfar and needs to be looked into.

TREASURE

Grennil is grateful for the character's role in quashing the goblin threat and provides the characters with a pouch containing 25 gp in various coins. Additionally, if the characters saved his son, the pouch contains an emerald worth 25 gp—likely the entirety of the family's collective wealth.

The court of the First Lord rewards the party with 25 gp if they deliver the letter mentioning Verthandantalynx.

XP AWARD

If the characters saved Grennil's son from death, award each character 50 XP.

REWARDS

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

EXPERIENCE (MIN/MAX XP: 450/600 EA)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Vat Goblin	50
Vat Goblin Thug	100
Vat Goblin Berserker	450
Swarm of Insects	100
Swarm of Quippers	200
Swarm of Poisonous Snakes	450
Gnoll Hunter	100
Leucrotta	700
Green Warder	100
Banshee	1,100
Hobgoblin Mage	200
Gorig	700

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Successfully navigating the forest	25
Saving Grennil's son	50

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

TREASURE AWARDS

Item Name	GP Value
Forest Path Treasure	50
Serene Glade Treasure	50
Burnt Village Treasure	50
Ancient Ruins Treasure	50
Components and reagents	250
Harl's Reward	25 (or 50)
First Lord's Reward	25

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

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

STONE OF GOOD LUCK (LUCKSTONE)

Wondrous Item, uncommon (requires attunement)

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

This stone is made of murky, green crystal and is set on a length of heavy, pig-iron chain—allowing it to be worn (albeit uncomfortably) around the wearer's neck. As an action, the wearer can cause the stone to shed pale green light as a torch. This item can be found in the *Dungeon Master's Guide*.

POTION OF HEALING

Potion, common

This item can be found in the *Player's Handbook*.

SPELL SCROLL OF FIND FAMILIAR

Scroll, common

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

GORIG'S "SPELLBOOK"

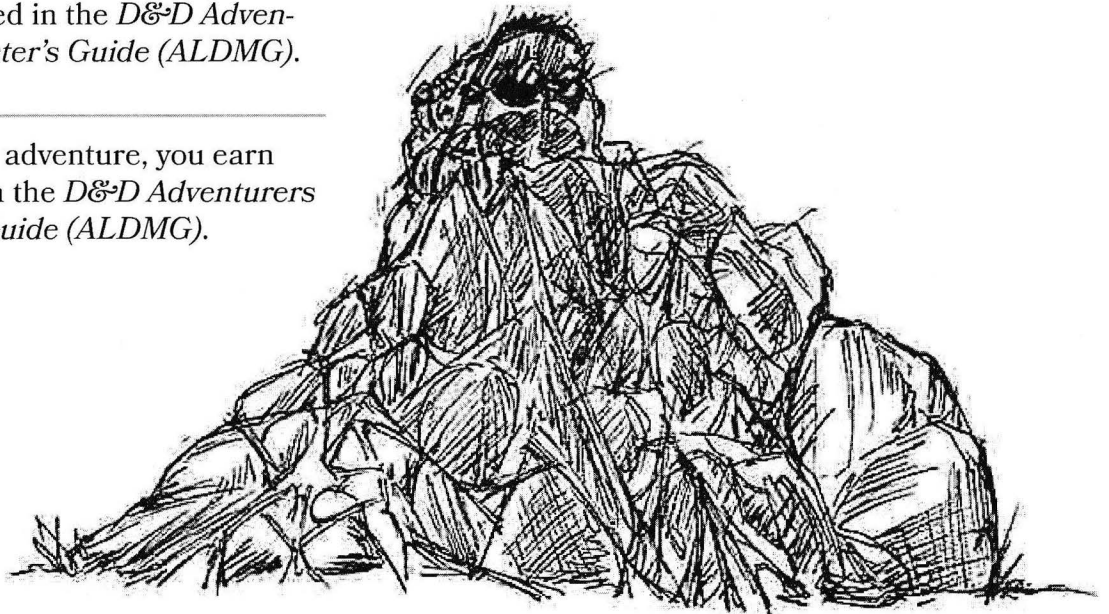
Gorig wears body wraps embroidered in arcane sigils. When unfurled, it is a six-inch wide swathe of thick, maroon silk 23 feet in length and weighs 20 pounds. The wraps function as a spellbook and contains the following spells: *acid splash*, *fear*, *blindness/deafness*, *false life*, *fire bolt*, *haste*, *magic missile*, *mirror image*, *ray of enfeeblement*, *ray of frost*, *ray of sickness*, *shield*, and *shocking grasp*.

PLAYER REWARDS

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

DM REWARDS

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



APPENDIX. NPC STATISTICS

GORIG (HOBGOBLIN DEVASTATOR)

Medium humanoid (goblinoid), lawful evil

Armor Class 13 (studded leather)

Hit Points 54 (7d8 + 23)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Skills Arcana +6

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 3 (700 XP)

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

Army Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Special Equipment (Stone of Good Luck). Gorig gains a +1 bonus to ability checks and saving throws (not included).

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

Cantrips (at will): *acid splash, fire bolt, ray of frost, shocking grasp*

1st level (4 slots): *false life, magic missile, ray of sickness, shield*

2nd level (3 slots): *blindness/deafness, mirror image, ray of enfeeblement*

3rd level (2 slots): *fear, haste*

*+9 hit points already included above; the hobgoblin mage has only 3 1st level spell slots remaining.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

HOBGOBLIN MAGE (EVIL MAGE)

Medium humanoid (hobgoblin), lawful evil

Armor Class 13 (studded leather)

Hit Points 31 (5d8 + 9)

Speed 30 ft.

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

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 1 (200 XP)

Spellcasting. The hobgoblin is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The mage has the following spells from the wizard spell list:

Cantrips (at will): *acid splash, fire bolt, ray of frost, shocking grasp*

1st level (4 slots): *false life*, ray of sickness, shield*

2nd level (3 slots): *blindness/deafness, mirror image, ray of enfeeblement*

*+9 hit points already included above; the hobgoblin mage has only 3 1st level spell slots remaining

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

CHAPTER 6. SPAWN OF THE MAIMED VIRULENCE

Before his death, the green dragon The Maimed Virulence, Vorgansharax, had many mates across Faerûn. The forest of Cormanthor and surrounding areas have become a battleground between sibling dragons, all vying for the choicest territory. Can a band of adventurers protect Hillsfar by either defeating or negotiating with the spawn of The Maimed Virulence?

Welcome to DDAL00-02C *Spawn of the Maimed Virulence* by Robert Adducci. This adventure is designed for three to seven characters of 5th-10th level and is optimized for five characters with a specific average party level (APL) of 8th level.

ADVENTURE BACKGROUND

Long ago before claiming Phlan as his own, Vorgansharax mated with Verthandantalyx, the Verdant Cloud in the forests of Cormanthor. There were three spawn of that union: Viridianantallax, Berdeanostia, and Gwyrddentuliar.

Now that the power of Myth Drannor has once again been shattered, the young dragons fight amongst themselves to divide up the now vacant territory. While Verthandantalyx has deeper plans for the forest, she cannot help but have her attention distracted by her children.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Verthandantalyx (VER-tha-DAN-ta-links). The former mate of Vorgansharax, the Maimed Virulence, she is also known as the Verdant Cloud.

Viridianantallax (Veer-id-eean-an-tall-ax). One of the brood of Verthandantalyx and Vorgansharax. Viridian is strong and uses his strength to intimidate lesser beings.

Berdeanostia (Bar-dee-a-no-stee-a). One of the brood of Verthandantalyx and Vorgansharax. Berdea cares little for anything but making sure her next meal is nearby.

Gwyrddentuliar (Gwee-erd-en-tul-ear). One of the brood of Verthandantalyx and Vorgansharax.

Gwyrdd is cunning and uses others to reach his goals.

Ezhia (Ez-he-a) This yuan-ti assassin and slaver came under the control of Verthandantalyx but wishes to be free.

ADVENTURE OVERVIEW

The adventure is made up of three parts:

Part 1. The characters see young dragons battling over the forest of Cormanthor. Venturing into the forest they find swaths of forest and elven villages decimated by the battles. They learn the dragons are vying for the favor of their mother Verthandantalyx, the Verdant Cloud.

Part 2. The characters must deal with the draconic destruction—by allying with Verthandantalyx to or Gwyrdd—one of the draconic siblings.

Part 3. The adventurers choose to deliver the orders from their mother and most heed her demand, but one. Or Gwyrdd notifies the party when the two dragons are fighting and joins the ambush.

QUICK COMBATS

While this adventure has several combats, each one has a condition under which the characters foes stop fighting. Pay attention to those conditions to keep this adventure on time. If you're not concerned about the time the combats can be fought to their natural conclusion.

ADVENTURE HOOKS

Use these hooks to motivate the characters to investigate the village of Singing Brook:

Hillsfar In Need. Since the repeal of the ban on non-humans, business in Hillsfar has been booming. Hillsfar's nearby farms are needed to produce food for the city, and the First Lord can't risk any of them being destroyed by dragons. They must be stopped before they endanger the farms.

Spawn of Vorgansharax. (*Characters That*

Participated in DDEP04 Reclamation of Phlan.) It's rumored that the great dragon Vorgansharax has numerous spawn across Faerun—some of which have turned up in the Cormanthor forest. As a hero of Phlan it is your duty to rid the world of the spawn of Vorgansharax.

Cormanthor. Characters with ties to the elves of Cormanthor are asked to help the locals. Refugees from Myth Drannor are already scattered and struggling to hold on to their forest home. In their battles for dominance, the dragons have destroyed huge tracts of forest and villages, displacing the few elves that remain.

Lords' Alliance. The Lords' Alliance is trying to gain inroads with the elves of Cormanthor. Stopping these rambunctious dragons could be the in that they need to impress the elves.

Emerald Enclave. Several rare flower and animal species are in the dragon's disputed territory and need to be protected from rampaging dragons.

PART 1. DEFORESTATION

Estimated Duration: 45 minutes

After being asked by their factions, Hillsfar, or the elves of Cormanthor the party explores the forest in search of battling dragons.

The word of green dragons battling near the farms and roads of Hillsfar raised the interest of your employers. You've traveled to the Cormanthor Forest to put an end to the devastation of these dragons.

The signs of a dragon battle become clear when taken together. The silence of the forest, the running of animals, the broken uprooted trees, clawed earth, and the noxious smell of poisonous mist abounds.

GENERAL FEATURES

The ancient forests of Cormanthor are thick and the trees tall. Little light penetrates the canopy,

Terrain. Gnarled roots cover the ground.

Weather. Afternoon rains are common

Light. Dim light from the thick canopy above. Luminescent butterflies and fey are not uncommon.

Smells and Sounds. Damp earth and animal calls.

A. HOLLOWFANG KOBOLDS

After an elven village was decimated as Viridian and Berdea fought, a clan of kobolds moved in to take advantage of the chaos.

You come upon the decimated elven village of Singing Brook in the Cormanthor forest. The once graceful arch of a living tree that denoted the entrance to the village is splintered and broken, along with many of the surrounding trees. The gleeful cackling and barking of kobolds can be heard up ahead. It looks like the elven villagers were able to escape with their lives, as you don't see any dead, but the kobolds are taking advantage of the situation by looting the undefended homes and shops.

A group of four **kobold dragonshields** and a **kobold scale sorcerer (Kuuto)** riding three **green guard drakes** pillage the small village. The kobolds have little at stake here; they flee if confronted and only fight if surrounded. The Hollowfangs are cowards and surrender as soon as the first of their number is dropped to 0 hp.

If captured or otherwise questioned, the kobolds can relay the following information:

- » They are from the Poisonscale tribe and the Hollowfang clan.
- » The kobolds were sent by Ezhia to watch the dragons **Viridianantallax** (Viridian), **Berdeanostia** (Berdea), and **Gwyrddentuliar** (Gwyrdd) battle for supremacy and claim the area as their territory.
- » This was one of the many encounters the dragons will have, until two die or are driven away. This particular battle was between Viridian and Berdea.
- » Gwyrdd is the most secretive and is not often seen.
- » If the Hollowfangs do well at watching and reporting the outcomes of the young dragons's battles, **Verthandantalynx** (Verdant Cloud) will let them serve the winner just as she has allowed a tribe of goblins to serve the hobgoblin Gorig (DDAL00-02B *The Weirding Vats*).

DEVELOPMENT

If Kuuto is dropped to 50% of his hit points, he surrenders and orders his minions to do the same.

A Witness. Should the characters not care to capture or question any of the kobolds they can also find a wood elf guard in one of the houses who was knocked unconscious during the dragon's rampage. Her name is **Uolei (scout)**. She knows the same information as the kobolds. In addition, Uolei has heard rumors that a wood elf named **Vostanel** works for one of the dragons. She can guide the party to Vostanel. See C. Verdant Slave.

A Watcher. Gwyrdd and Verthandantalyx both have minions (animals) and in the case of Gwyrdd he is also watching the characters progress through the forest. A character with a Passive Perception of 18 or higher is aware they're being watched. A character with a Passive Perception of 20 or higher is aware that a green dragon is stalking them, but is unable to confront them.

TREASURE

The Kobolds have 150 gp worth of goods taken from the elves and another 200 gp worth of treasure from prior looting. There is a 50 gp silver locket with a small painting of a young elven boy with the name Eltruellen inscribed upon it. If Uolei is with them she tells the characters that Eltruellen is Vostanel's son.

ADJUSTING THIS ENCOUNTER

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

- » **Very Weak:** Remove one **dragonshield kobold** and one **green guard drake**.
- » **Weak:** Remove one **green guard drake**.
- » **Strong:** Add one **green guard drake**.
- » **Very Strong:** Add a **dragonshield** and a **green guard drake**.

E. VERDANT SERVANT

Kuuto, if he's alive, takes the characters deeper into the Cormanthor forest. He tries to escape several times, but the characters manage to restrain him.

The wily kobold takes you to another ruined village. This one is older and the forest has mostly reclaimed it. There is one building intact and he takes you there, stopping short before you enter. To the right, four elves are bound to a tree, a displacer beast lazily swats at one with its tentacle, malice in its eyes.

Calling out, the kobold speaks in draconic, "Ezhia there are potential servants of the Verdant Cloud that wish to speak with you." A being moves in the darkness of the elven building.

Ezhia (**assassin** with **yuan-ti pureblood** racial traits, +2 AC from *bracers of defense*) dwells here, keeping track of the conflict between the dragons on behalf of the Verdant Cloud. He trades for slaves in the meantime, capturing them with the aid of a **displacer beast**, which currently circles four elves tied to a tree.

EZHIA

Ezhia is an **assassin** with the following changes:

- » Ezhia is a yuan-ti pureblood with +2 Dexterity and +1 Intelligence, has darkvision and the ability to speak Common, Abyssal, and Draconic.
- » He can cast *poison spray* and *animal friendship (snakes)* at will and *suggestion* (1/day), DC 12.
- » He is immune to poison damage and the poisoned condition.
- » He has advantage on saving throws against spells and other magical effects.

- » To begin talking the yuan-ti expects some sort of payment. He expects 50 gp. Either as payment to tell what he knows or in exchange for the elves.
- » The young dragons are not likely to react kindly to diplomacy, with the exception of Gwyrdd.
- » For an additional 150gp he tells the characters where Gwyrdd has a lair. See Part 2B.
- » The Verdant Cloud is benevolent and is in need of services. Should they be willing to serve her she may be agreeable to urge her **young** to find other territory. Or, if the characters **have** something to offer her (such as **information from**

other Lost Tales of Myth Drannor adventures) she may treat with them. See Part 2A.

- » Ezhia has a *potion of greater healing* and a *potion of resistance (poison)* either of which he's willing to sell for 300gp each.

DEVELOPMENT

Ezhia believes his talents are going to waste working for the Verdant Cloud. Should a Zhentarim character offer affiliation, he becomes very interested. He offers the location of Gwyrdd's lair in exchange for contacts with the Zhentarim.

Should the characters become hostile the displacer beast attacks while Ezhia escapes, trying to lose the party in the dense underbrush of Cormanthor. If dropped to 50% of his hit points or less he'll give up, calling off his displacer beast(s).

The captured elves are named, Illeneese, Eltruelen, Castiness, and Belluin. They're survivors of Myth Drannor and were on a scouting mission for Ilsevele Miritar, the leader of the displaced elves of Myth Drannor—currently in Semberholme.

TREASURE

Ezhia has 400gp in a satchel inside the elven ruin along with a *potion of greater healing*, a *potion of resistance (poison)* and *bracers of defense*. A scroll that has a small map of the area with a number of spots marked, one of them is circled with the name Gwyrdd next to it.

If the party acquires the above treasure from Ezhia, they receive no additional treasure from dealing with Vostanel.

XP AWARD

If the characters free the elves they get 200xp each.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this **medium** encounter, according to your group.

These are not cumulative.

- » **Very Weak** or **Weak**: Remove one **displacer beast**
- » **Strong** or **Very Strong**: Add one **displacer beast**

C. VERDANT SLAVE

Uolei guides the characters through Cormanthor to meet a paranoid servant of the green dragon Gwyrdd.

Uolei guides you through the forest taking you to a valley with steep walls and dense undergrowth. She finds tracks of an elf and leads you deeper into the valley along a narrow game trail.

Vostanel (elven **spy**) has come under the influence of the green dragon Gwyrdd after the cruel dragon tormented the elf past his breaking point. The elf has set a number of traps around his forest home to warn him of the dragon or any of the dragon's minions approach.

As the party travels deeper into the valley Vostanel's traps hinder their progress and sap their resources.

- » Characters with a passive Perception of less than 10 stumble into pits, falling 10 feet, suffering 3 (1d6) bludgeoning damage and 5 (1d10) piercing damage from spikes lining the bottom. The spikes are laced with poison, a successful DC 15 Constitution saving throw negates the poisoned condition. A failed save indicates the character gains the poisoned condition until they take a long rest or are treated with anti-toxin or *lesser restoration* spell.
- » Characters with a passive Perception of less than 15 are subjected to saplings tied with poisoned spikes springing out at them. A character who succeeds on a DC 15 Dexterity saving throw takes no damage, on a failed saving throw the character takes 10 (3d6) piercing damage and 10 (3d6) poison damage. This trap is cumulative with the previous pit trap.
- » Characters with a passive Perception of higher than 15 find and avoid numerous traps and pits as they search the forest for Vostanel, as well as a trip wire with bells tied to it that leads to a nearby clearing.

After a few hours the characters come into a clearing. Vostanel is there but is likely surprised by the characters's arrival.

The elf sitting in the clearing braiding rope jumps as you enter the clearing, fear on his face. The elf, pale and haggard, looks like he hasn't slept in days.

Vostanel offers no resistance if the characters speak with him. If they are aggressive he flees into the undergrowth using his *cunning action* to hide.

A character with a passive Insight of 13 or higher notices Vostanel's mental condition and realizes he's been recently traumatized. The elf is terrified of Gwyrdd and doesn't react well to intimidation. If intimidated he'll crumple to the ground in a sobbing ball muttering the name Eltruellen.

Due to his terror it takes a successful DC 15 Persuasion (Charisma) check to convince him the party can be trusted, at which point he'll open up. A skill check of less than 15 results in Vostanel refusing to talk for fear of Gwyrdd's reprisal. The elf then begins muttering an apology to someone named Eltruellen. If the characters show the locket to Vostanel or otherwise relate that Singing Brook has been destroyed he quickly regains his composure and tells them that Eltruellen is his son and that the dragon Gwyrdd threatened to raze Singing Brook if he didn't work for him.

Vostanel can relate the following to the characters:

- The green dragon Gwyrdd stalked and tormented Vostanel until he agreed to work for him.
- He knows that Gwyrdd is wiler than Viridian or Berea and is waiting for those two to tire themselves out. He plans to attack the winner while they're weak.
- Gwyrdd ordered Vostanel to search the region and find the lairs of Viridian and Berea, but he hasn't been able to.
- Vostanel believes Gwyrdd would work with the party to defeat Viridian and Berea.
- The elf knows where Gwyrdd's lair is. See Part 2.

TREASURE

Vostanel has 400gp in a satchel along with a *potion of greater healing*, a *potion of resistance (poison)* and *bracers of defense*. A scroll that has a small map of the area with a number of spots marked, one

of them is circled with the name Gwyrdd next to it. He gives them everything he has in exchange for the locket.

If the party acquires the above treasure from Vostanel, they receive no additional treasure from dealing with Ezhia.

XP AWARD

If the characters give Vostanel the locket with his son's picture award them 200xp each.

PART 2. HANDLE WITH CARE

Estimated Duration: 30 minutes

Depending on their actions in the previous part the characters might have sought out the ancient wurm **Verthandantalynx** the Verdant Cloud or her child **Gwyrdd** Son of Vorgansharax.

A. THE VERDANT CLOUD

Ezhia guides you deeper into the Cormanthor forest. The air becomes still and stifling. You struggle to draw breath, the mist coming off the ground seeming to poison the air. The trees grow close together and you become turned around while following the maze-like trail. Eventually the trail widens as a mist covered swamp spreads out before you, the canopy of trees reaching down into the green water. A green scaled head slowly rises from the swamp, water draining off it. Verthandantalynx the Verdant Cloud rises majestically and terrifyingly before you.

GENERAL FEATURES

The ancient forests of Cormanthor are thick and the trees tall. Little light penetrates the canopy. Snakes and centipedes are common.

Terrain. Gnarled roots cover the ground. The trees grow close together creating a maze.

Weather. Poison humidity permeates everything.

Light. Dim light from the thick canopy above.

Smells and Sounds. Damp earth and the sounds of dripping water.

The **ancient green dragon** Verthandantalynx has been watching the characters as they travelled

through her woods. Her corrupted elves appear out of the woods to cater to her every need as she speaks with the adventurers.

The following options find The Verdant Cloud agreeable to dismiss her young dragons from the area.

- » If the characters agree to find an *elfblade* that has recently surfaced (See DDAL00-02D *Echoes of the Weeping War*). Only use this option if you're running this in a 4 hour or longer session or are able to play it over multiple short sessions.
- » The characters must offer her at least a number of permanent magic items equal to half the number of players (round up) of at least *rare* rarity. Or she (the DM) chooses two permanent items from any the players have. If magic items are given up freely in this way they still count against a character's total magic item count.
- » Verthandantalynx has watched the characters's actions in Cormanthor and sees their value. If they are willing to owe her a favor in the future she agrees to send her children to another area away from Hillsfar to fight for territory.
- » The Verdant Cloud asks that the character rid her of a problem. She knows that Ezhia is thinking of leaving her service and she doesn't like that. She calls forth Ezhia (**assassin**, +2 AC from bracers of defense) and a pair of his elven associates, two corrupted **wood elf warriors (Elf, drow, elite warrior)**. She demands that the characters defeat Ezhia and his associates to teach him a lesson. They only need knock them unconscious (0 hp).

ROLEPLAYING VERTHANDANTALYNX

Verthandantalynx, the ancient green dragon rules this region of Cormanthor forest undisputed. Tribes of corrupted wood elves serve her (mostly) faithfully. She has no fear of adventurers here and they should be aware that direct action against her would certainly lead to their death.

In truth she does not want her children to lair near her and is more than willing to negotiate to push them out. In addition, the young dragons are a distraction from a bargain she is currently

embroiled in with an undead wizard she knows as Aldlas. The wizard wants her to secure specific portions of the forest, particularly around Myth Drannor, from visitors using her minions. The wizard has offered many magic items in return for her alliance.

DEVELOPMENT

Once the characters drop Ezhia to 0 hit points, Verthandantalynx calls off the fight, commanding her minions to lead the other elves away to be prepared as her dinner.

A Message. If the characters come to an agreement with Verthandantalynx she has a scribe write a letter to her children and tells the characters to deliver it to them. She assures them that they wouldn't dare dispute her demand. See Part 3A.

TREASURE

If the characters defeat Ezhia, the Verdant Cloud allows them to take what he has on him as spoils of battle if they hadn't taken it before. Ezhia has 200gp in a satchel inside the elven ruin along with a *potion of greater healing*, a *potion of resistance (poison)* and *bracers of defense*.

ADJUSTING THIS ENCOUNTER

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

- » **Very Weak:** Remove 2 **Elf, drow, elite warriors**
- » **Weak:** Remove 1 **Elf, drow, elite warrior**
- » **Strong:** Add 1 **Elf, drow, elite warrior**
- » **Very Strong:** Add 2 **Elf, drow, elite warriors**

B. GWYRDD SON OF VORGANSHARAX

You travel deeper into the Cormanthor forest through a thicket of thorny plants to the foot of a cliff face. Looking up you see a cave covered by vines.

Gwyrdd (**young green dragon**) comes out to the mouth of his cave lair. He projects his booming voice down 150 feet to the characters. The dragon

open to speaking with the character to rid himself of the trouble of his siblings.

Like his mother, Gwyrdd can also be reasoned with and persuaded to leave. He tells the characters that his siblings are not likely be convinced to leave the area. If the characters offer him one of the following, he makes a deal.

- If the characters agree to find an *elfblade* that has recently surfaced (See DDAL00-02D *Echoes of the Weeping War*). Only use this option if you're running this in a 4 hour or longer session or are able to play it over multiple short sessions.
- The characters must offer Gwyrdd at least a number of permanent magic items equal to three quarter of the number of players (round up) of at least *uncommon* rarity. Or he (the DM) chooses two permanent items from any the players have. If magic items are given up freely in this way they still count against a character's total magic item count.
- Gwyrdd has watched the characters actions in Cormanthor and sees their value. If they are willing to owe him a favor in the future he agrees to aid them in getting rid of his siblings and then find another place to lair away from Hillsfar and this section of Cormanthor.

DEVELOPMENT

If the characters come to an agreement with Gwyrdd he tells them that he will notify them when his siblings fight again and will aid them in defeating them. He also offers that his mother has been working with a human wizard that has been lairing somewhere in the ruins of Myth Drannor. He doesn't know the extent of their deal, but his mother has been dispatching humanoids all over the forest on errands for him.

If the characters attack Gwyrdd, he dodges or disengages and retreats into his lair, collapsing the entryway and escaping from a secret entrance with his treasure. From here, the characters proceed to Part 3B, below.

ROLEPLAYING GWYRDD

Gwyrdd dreams of the days when he can rule over the lesser races like his father Vorgansharax once did. However, he does not wish to risk injury (and gain a lame wing like his father) by fighting his larger siblings head to head and instead is willing to make deals with the lesser races to suit his needs. He tries to tempt the characters and if that does not work he will resort to threats of violence.

PART 3. DRIVING OFF DRAGONS

Estimated Duration: 45 minutes

With the aid of Verthandantalyx the Verdant Cloud or her son Gwyrdd the characters attempt to drive off the dragons.

GENERAL FEATURES

The ancient forests of Cormanthor are thick and the trees tall. Little light penetrates the canopy. 30 feet above the ground creatures have partial cover due to the trees. 50 feet above the ground creatures have full cover from the thick canopy.

Terrain. Gnarled roots cover the ground, making difficult terrain common. Trees block line of sight and provide full cover further than 50 feet away and partial cover 30–50 feet away.

Light. Dim light from the thick canopy above.

A. COMMAND OF VERTHANDANTALYNX

First you traveled to Gwyrdd the wily green dragon at his cliff face lair. He cannot dispute his mother's demand and implied threat. He gathers his treasure and leaves.

Seeking out Viridian and Berdea was not so easy. When you reach them, the two dragons appear injured after fighting with each other, but at the mention of their mother's name they stop to listen to you.

Viridian and Berdea will see what the characters have to say and read their mother's words. While they understand that they must listen to their mother, there is nothing to prevent them from taking out their frustrations on the party.

The 2 young green dragons temporarily ally with each other while they attempt to destroy the party. Both dragons are at 75% of their starting hit points. Due to their fury, both dragons have advantage on their bite attacks during the combat.

ADJUSTING THIS ENCOUNTER

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

- » **Very Weak:** Remove 1 **young green dragon** (the party arrives just as one kills the other).
- » **Weak:** Both dragons are at 50% HP and they must roll to recharge their breath weapon to use them.
- » **Strong:** The dragons are at 85% of their max HPs.
- » **Very Strong:** The dragons are at 100% of their max HPs.

ADJUSTING THIS ENCOUNTER

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

- » **Very Weak:** Remove 1 **young green dragon** (the party arrives just as one kills the other).
- » **Weak:** Both dragons are at 75% HP and they must roll to recharge their breath weapon to use them.
- » **Strong:** The dragons are at 125% of their max HPs.
- » **Very Strong:** The dragons are at 125% of their max HPs and each can make a legendary attack with a bite once per round.

B. 3 DRAGON ANTE

Gwyrdd finds you and leads you to where Viridian and Berdea battle. Gwyrdd urges you to attack his siblings while the fighting dragons are not paying attention to you.

When attacked, the two **young green dragons** temporarily ally with each other while they attempt to destroy the party. Due to their fury at being interrupted, both dragons have advantage on their bite attacks during the combat. When one dragon is down Gwyrdd pounces on the other, killing it quickly. If there is only one dragon Gwyrdd pounces on it once it falls below a quarter of its hit points—killing it quickly.

Gwyrdd holds up his end of the bargain and leaves the Cormanthor forest. If there's time or the party is bloodthirsty Gwyrdd may be an additional fight.

TREASURE

After defeating the dragons the characters search the countryside and find one of the dragons's lairs! In the lair they find 1,000gp and a *potion of heroism*.

CONCLUSION

After defeating the dragons the people of Hillsfar and the northern Cormanthor forest can rest easy knowing the Spawn of Vorgansharax are no longer an immediate threat. Gwyrdd may be a future threat, but he is in search of a new territory. The Verdant Cloud remembers and may call on you if she is in need.

The characters are awarded a bonus of 500gp for each dragon killed.

REWARDS

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

EXPERIENCE

(MIN/MAX XP: 4,500/6,000 EA.)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Kobold Dragonshield	200
Kobold Shield Sorcerer	200
Guard Drake	450
Assassin	3900
Displacer beast	700
Elf, drow, elite warrior	1800
Dragon, green, young	3900

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Free the Elves	200
Give Vostanel the locket	200

TREASURE

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

TREASURE AWARDS

Item Name	GP Value
Kobolds	150
Elven looting	200
Locket	50
Ezhia or Vostanel	400
Dragon lair	1000
Reward	500 per dragon

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

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

BRACERS OF DEFENSE

Wondrous Item, rare (requires attunement)

Given as gifts to an honored guest of the elves of Cormanthor these mithral bracers gleam brightly in any light. The fine elven filigree belies their power

and any who attune to the bracers can understand and speak Elvish while wearing them.

POTION OF GREATER HEALING

Potion, uncommon

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

POTION OF RESISTANCE (POISON)

Potion, uncommon

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

POTION OF HEROISM

Potion, rare

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

STORY AWARDS

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

Indebted to Verthandantalynx. You've pledged a favor to the ancient green dragon Verthandantalynx. She's sure to call it in the most in opportune time.

Indebted to Gwyredd. You've pledged a favor to the young green dragon Gwyreddentular. He'll likely call it in when you can do something for him.

PLAYER REWARDS

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

DM REWARD

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

CHAPTER 7. ECHOES OF THE WEEPING WAR

Over 700 years ago the Army of Darkness raged through Cormanthor before breaking the proud city of Myth Drannor. Rumors tell of powerful magic lost deep in the Darkwood, now supposedly found, that harkens back to that terrible war.

Welcome to DDAL00-02D *Echoes of the Weeping War* by Bill Benham. This adventure is designed for three to seven characters of 5th-10th level and is optimized for five characters with a specific average party level (APL) of 8th level.

ADVENTURE BACKGROUND

On 15 Flamerule, 714 DR, the elven city of Myth Drannor fell to the yugoloth-led Army of Darkness in what became known as the Weeping War. Hidden supplies of the grand army of Cormanthor, known as the Akh'Velehr, still lay hidden deep in the forbidding forests around Myth Drannor, waiting for discovery. Rumors have surfaced in Elmwood over the last few days that an eccentric archeologist had a lead on a fabled *elfblade* located in a ruined Akh'Velehr outpost up the Duathamper River and has not been heard from for some time. The blade in question is a priceless heirloom of ancient Myth Drannor, possessed of incredible power. The thought of finding it is an intriguing proposition to adventurers of all stripes.

LOCATION AND NPC SUMMARY

The following NPCs and locations are featured prominently in this adventure:

Cormanthor Forest. Cormanthor Forest is an ancient forest full of ancient secrets. The elven nation of Cormanthyr calls the forest home, but after eons of struggle, most of its elven denizens had fled, and drow rose to take their place. Within the last 150 years, an army of elves reclaimed the forest, but their dreams of restoring the kingdom were recently dashed to pieces when its capitol, Myth Drannor, was finally destroyed by a falling Netherese citadel, Thultanthar.

Karolla (CARE-o-la). An "ethically challenged" treasure hunter and opportunist hunting elven

relics in the Cormanthor Forest. Karolla heard a rumor of an *elfblade* in the ruins of the Duathamper Fortress and was subsequently trapped by the outsiders residing there. He is the type of fellow that believes you don't have to be the fastest runner, just faster than the person next to you. Karolla is a pale, dark haired human of Tethyrian descent who walks with a slight limp.

Duathamper Fortress. An ancient elven Fortress built alongside the eponymous river during the height of old Cormanthyr's power. The Fortress was destroyed during the Weeping War over 1,000 years ago and has been little explored since.

Wayfarer's Rest Inn. A clean, modest inn along the harbor in Elmwood that caters to seafarers and dock workers. Run by the halfling Halser Taletreader, the Wayfarer's Rest is abuzz with the recent disappearance of an expedition to Cormanthor.

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1. Rumors abound in Elmwood's Wayfarer's Rest tavern of a priceless elven artifact of old Cormanthyr turning up in a ruined Fort along the Duathamper. The party must decide if and how they would like to find it.

Part 2. Depending on how they decide to approach the ruined Fort of Duathamper, the characters face a variety of challenges on their journey.

Part 3. Once they reach the Fort the party finds what's left of a bedraggled band of treasure seekers and an unhealthy number of yugoloths in service to Aldlas Sodhese, an ancient Netherese wizard who is supposed to be quite dead.

ADVENTURE HOOKS

Almost a month ago an archeologist named Karolla specializing in ancient elven history put in at Elmwood for a few days to organize a trip down the Duathamper in search of relics from old Cormanthyr, specifically an ancient sword known as an *elfblade*. He departed about two Tenday ago and has not been heard from since.

In Service to a Cold-Blooded Master. Characters who participated in DDAL00-02C *Spawn of the Maimed Virulence* may have agreed to a deal with a dragon that requires them to recover an *elfblade*. The characters now have a chance to fulfill their promise.

Elf Friend (To Be). Characters in service to the city-state of Hillsfar receive a request from First Lord Yestral himself. Recover the *elfblade* at all costs. Its return to the Coronal in Semberrhome is critical in proving Hillsfar a friend to the elves.

Here Are Your Orders. Characters who are members of factions receive instructions from their local representatives instructing them to venture downriver and investigate these rumors and find the archeologist and the blade.

PART 1. DOWN BY THE QUAYSIDE

Estimated Duration: 15 minutes

Story Beats: The Wayfarer's Inn tavern is a perfect jumping off point for exploring the forest of Cormanthor.

GENERAL FEATURES

The area has the following general features:

Terrain. The simple, sturdy construction of the Wayfarer's Inn. The surrounding streets are made of recent cobblestone as befits the recent construction in Elmwood.

Weather. Warm and windy.

Light. The sun is high in the sky and the area well lit.

Smells and Sounds. The quayside bustles with fishermen and the general rumble of commerce while the tang of sea air stings the nose.

THE WAYFARER'S REST INN & TAVERN

The Wayfarer's Inn is a modest inn and tavern that caters to the dockside area and is a nexus for gossip about nautical goings on from Raven's Bluff to Mulmaster to Hillsfar. A recently returned boat captain has been telling tales of an expedition he dropped off up the Duathamper looking for "some old elf bits" that failed to make their rendezvous to return to Elmwood.

As the characters arrive, read or paraphrase:

The quayside of Elmwood bustles with activity as fishermen and traders of all sorts jostle among the crowds. The Wayfarer's Rest Inn sits just back from the waterfront, a well-tended, sturdy building of newer construction that gives a broad view of the shoreline. This is the nexus of a recent spate of rumors surrounding the possible discovery of one of the fabled *elfblades* of ancient Cormanthyr.

The inn does a brisk business throughout the day and thus has a good number of customers regardless of the time of day. The proprietor, a suntanned halfling of middle years named Halser Taletreader, greets the characters warmly upon their entry and takes any orders for food or beverages. The eel pies are known to be quite tasty. He's widely known to be a gossip and source of information. If asked about the recent rumors surrounding a lost expedition up the Duathamper, Halser knows the following:

- » **The Lost Expedition.** A sage of some sort who went by the name Karolla put word out around town he was looking for a ship to take him and a party up the Duathamper to the "dark of the forest." His advertisement said, "safety not guaranteed, but gold is" on account of they was looking for a fancy elf sword and such. He hired up two sword-swingers, a huntsman, and an elf lady to go upriver with him a while back, maybe two tenday? Anyway, the captain came back a tenday or so ago with none of them aboard, said they just disappeared.
- » **The Ship Captain.** The ship is called the Green Reach and she's captained by a fella named Grant Kondon. Nice enough guy, did exactly as he was told. Went upriver, dropped them off, waited a couple days and come back. Said they had a few troubles with angry elves on the way up, but nothing so bad. Turns out he ended up dropping anchor at an old, and I mean old, Fort named Duathamper what sits right off the river Duathamper. Not confusing at all. The captain is familiar with where he dropped the party off and can mark it on a map.
- » **Travel in Cormanthor.** Well, if you're looking to head up that way, be damn careful. The woods is dark and thick as any in the wide world and they

are not friendly. Angry elves, beasts and such, it's not for the queasy. There's even talk of dragons! River is the safest way to travel depending on where you're headed. I guess you could fly if you're so inclined, but gods know what could come crashing out of them woods to eat ya. Not to mention the elves putting a quiverfull in your back.

Halser happily tells the characters how to find Captain Kondon and warn them to be careful trekking around the forest.

DEVELOPMENT

The characters now know that a gentleman named Karolla and four other adventurers set off for a ruined elven Fort named Duathamper sitting a couple days sail up the Duathamper river looking for a 'fancy elf sword' and other historical relics of old Cormanthyr. A DC 12 Intelligence (History) check reveals that Duathamper was an elven Fortress that served as part of the defensive network of Myth Drannor but was destroyed almost 1,000 years ago during the Weeping War in a major battle. A DC 10 Intelligence (History) check recalls that the Weeping War was a great conflict between Myth Drannor and a trio of demonic generals who commanded a horde of goblinoids and evil outsiders. Elves make both checks with advantage. A DC 12 Intelligence (Investigation) check recalls that Karolla was a sage or scholar of some sort that was specifically looking for an ancient elven sword.

PART 2. ONE IF BY AIR, TWO IF BY SEA

Estimated Duration: 45 minutes

Story Beats: If the characters decide to explore Duathamper in search of Karolla's party they must now choose how to get there.

GENERAL FEATURES

The forest has the following general features:

Terrain. While the ground in the forest is largely level, there are occasional gullies and hollows that can make traversing it dangerous. Additionally, the immense trees cast immense roots. Thickets of

dense undergrowth don't do anything to help the situation in this regard.

Weather. There is a light rain year-round within the forest. As a result, the ground is damp and the air humid. The canopy blocks any winds that might prevail above, so the air is calm and stagnant at ground level. In the northern reaches of the forest, patches of dense fog are common

Light. The canopy blocks much of the sun that might reach the forest floor, but there are occasional areas where it is sparse enough to allow light in. It is typically dimly lit.

Smells and Sounds. Sometimes the forest is a cacophony of animal sounds; other times it is deathly silent. Bird calls, rustling trees, babbling brooks, whispered voices. Fresh-turned earth, flowers, rot.

GETTING TO FORT DUATHAMPER

The characters have three basic options to reach their destination: navigate the Duathamper River to the old Fort, trek through the old forest, or fly. Each present benefits and drawbacks. Regardless of how the group begins, read the following:

As you depart Elmwood, the enormity of the Cormanthor Forest becomes apparent. Trees of incredible size fill the horizon with their scope and beauty while a misty haze clings to the air. Thousands of years of history and danger lie hidden the vast expanse beyond, just waiting to be uncovered.

NAVIGATING THE FOREST

To reach Fort Duathamper by land the characters must trek approximately 120 miles of dense, hostile forest. To avoid becoming **lost**, the characters must succeed on five DC 14 Wisdom (Survival) group checks representing the five days of travel it takes to reach the Fort. Characters that cannot become lost automatically succeed on their check. For **every** failed check, each of the characters suffer a level of exhaustion as they spend the better part of the day cutting themselves free of thorny vines, digging themselves out of muddy pits, and other hazards. In addition, roughly halfway through their jour-

When the party is attacked by a band of xenophobic wood elves bent on driving the characters from the forest, three **archers** and two **elven war hounds** (reskinned **shadow mastiffs**). The elves attack from among the trees and use cover intelligently. If the party retreats the elves do not pursue. The elves fight until one of their number remain conscious and then retreat.

The party must each make an additional DC 14 Wisdom (Survival) check to avoid getting lost in the forest after the skirmish.

ADJUSTING THIS ENCOUNTER

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

- » **Very Weak:** Remove one **archer**.
- » **Weak:** Remove one **shadow mastiff**.
- » **Strong:** Add one **shadow mastiff**.
- » **Very Strong:** Add one **archer**.

TREASURE

Each archer carries 30 gp in gems in a small belt pouch.

DEVELOPMENT

If any of the elves are captured, they are paranoid with regard to the characters's intentions. They have been on the run since dragons destroyed their home a few tenday ago and are not survivors of Myth Drannor. They believed that the eladrin have been wiped out and if told that they have taken refuge in Semberholme, they are skeptical but would be glad to find more of their cousins.

GOING UPRIVER

The easiest way to reach Fort Duathamper is via ship. There are several ship captains who will take the party upriver for 10 gp a head, although Captain Kondon, the captain who took the previous expedition knows the drop off point the best. The captain is a genial fellow who doesn't ask questions and takes pride in his work. Should the party have access to a boat of their own, the good captain will tell them where to disembark for the very reasonable sum of 50 gp. The captain assures the characters

that the trip should take no more than three days to reach the Fort and until then they need but relax on the boat. However, on the morning of the second day of travel, the party is beset by a hungry **hydra** and her two **younglings**. Use the statistics for **reef sharks** to represent the younglings and give them a speed of 10 feet. The hydra and her young attempt to ambush the boat and eat all aboard, fighting until slain. The remainder of the trip is uneventful.

ADJUSTING THIS ENCOUNTER

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

- » **Very Weak:** Remove one **youngling**.
- » **Weak:** Reduce the **hydra** to 150 hp.
- » **Strong and Very Strong:** Add one **youngling**.

TREASURE

If the hydra is cut open it has several large, uncut agates in its gullet worth 90 gp total.

WE'RE FLYING AWAY!

Flying to Duathamper is also an option. The good Captain Kondon will happily sell the location he dropped off the missing group for 50 gp or the party can spend a reasonable amount gathering information and arriving at the location themselves. Following the river Duathamper from the air is simple. If the party has a reliable means of moving the entire group by air each day figure it takes about two days to reach the Fort. Air travel, however, comes with its own hazards. Towards the end of the first day of travel a **young green dragon** and its pair of **harpy** attendants attack the group in flight. If any of the characters played DDAL00-02C *Spawn of the Maimed Virulence*, the dragon is one of the dragons they killed, *wished* back from the dead by Aldlas Sodhese.

The dragon wishes to kill the party and take any valuables for its horde (or get vengeance for its murder). For an especially interesting fight, remind the party that the canopy here is generally above 60 feet and tops out at over 100 feet and introduce appropriate checks to avoid smashing into trees as

the combatants weave in and out of the canopy. The dragon retreats if reduced to 25% hit points or less.

ADJUSTING THIS ENCOUNTER

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

- » **Very Weak:** Remove one harpy.
- » **Weak:** Reduce the dragon to 125 hp.
- » **Strong and Very Strong:** Add one harpy.

TREASURE

The harpies wear silver torcs worth 45gp each.

DEVELOPMENT

If the characters survive their ordeals, regardless of route of travel, proceed to Part 3.

PART 3. ALONG THE MIGHTY

DUATHAMPER

Estimated Duration: 60 minutes

Story Beats: The characters arrive at the ruins of Fort Duathamper where they find what's left of Karolla's expedition and the remains of an ancient war.

THE UPPER RUINS

The remains of Fort Duathamper lie choked in vegetation on a hill overlooking the river. Bits of stonework here and there hint at subterranean structures hidden below.

GENERAL FEATURES

The area has the following general features:

Terrain. Dense foliage grows wild and uninhibited. Closer inspection reveals the remains of sculpted wood and masonry beneath the growth.

Weather. A light mist hangs in the cool air.

Light. The canopy obstructs a good deal of light, even during the day. The area is shrouded in dim light.

Smells and Sounds. The air is redolent with the scent of damp earth and vegetation.

From a distance, there is nothing to distinguish this section of forest from any other in Cormanthor. According to your reckoning though, this is the place where the former expedition disappeared. It takes a few moments to notice a section of an old oak sculpted to resemble the visage of an elf warrior or the blacked remains of a stone wall covered in moss. The air stands still, thick and heavy, as if in anticipation.

There is nothing of note in this area, although a scholar could spend days unearthing and cataloging the remains of the fort. Any attempts to search the area locates a pair of partially collapsed stairwells descending below. A successful DC 13 Wisdom (Survival) check uncovers the remains of a partially obscured campsite and the disturbance of some underbrush indicating someone camped here almost a month ago.

DEVELOPMENT

Evidence points to this having once been a standing structure and battle seems to have taken place here long ago, thus it appears to be the right place. Once the party decides to descend to the lower level of the fortress, proceed to the next section, Beneath.

BENEATH

The stairway leads in to the depths of the ruins and what remains of Karolla's party. The lower halls of Fort Duathamper are infested with yugoloths and an army of lesser fiends they summoned to do their bidding. Karolla and his remaining party members are safe on the other side of a powerful ward that must be bypassed in order to rescue Karolla and find the *elfblade*.

GENERAL FEATURES

The lower level has the following general features:

Terrain. The lower level of the fortress was hewn from stone but has been badly damaged by time and destructive magic. Root systems and fungus grow along the walls and through the cracked stones while other areas show oddly blacked and dying plant life surrounded by inky black stains. The burns and pock marks of powerful destructive magics scar the rooms and halls.

Climate. The air is thick, cool, and humid.

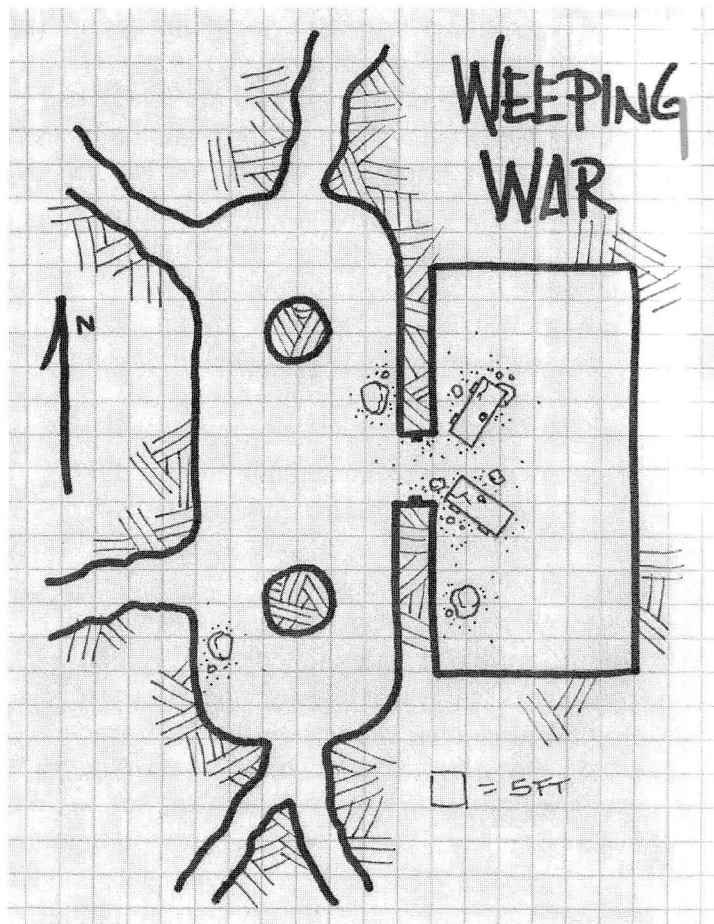
Light. Only the occasional shaft of dim light penetrates here, the majority is shrouded in darkness.

Smells and Sounds. The air has an odd tang of brimstone and sulfur. As the party advances trilling hoots and squeals can be heard emanating down the shattered hallways.

The stairs descend to darkened hallways broken by magic and the passage of time. About 50 feet ahead down a sloping hallway the passageway ends in a gently thrumming wall of purplish energy at the center of which is a golden orb, six inches in diameter. The charred corpse of what was once a humanoid of some sort, perhaps human, lies curled on the ground in front of the orb. Oddly, starting at the purple wall and extending for almost 10 feet, the floor is badly stained as though with a vat of ink.

The wall of energy is a defensive ward that Karolla lost one of his party to and subsequently reactivated when he was attacked by the yugoloths occupying this area. Several waves of demons have thrown themselves against the wall trying to overload it to no effect, hence the stained floor.

Once the party has had an opportunity to examine the energy barrier, a band of ten **dretches** comes howling out of the darkness to try and tear the characters apart. The demons attack in two waves of five, describe them as running from side passages, out of holes in the ceiling, walls, and floor, with wild abandon. As the demons die they leave behind damp, inky stains which observant characters might associate with the dried stains by the purple wall. Anyone touching the wall takes 2d10 electrical damage and 2d10 electrical damage every subsequent round of touching the wall. Once the attack ends, the party can attempt to bypass the wall.



PIERCING THE VIOLET WALL

The violet wall of energy is a defensive ward placed here long ago to safeguard the entry to the fort's armory. It prevents scrying, and any extraplanar travel into the warded area. The wall has been weakened by age and the recent demonic onslaught it suffered and thus is close to collapse. The wall is immune to all forms of damage and the orb is immune to direct attack and damage so long as the wall is active. The players could bypass the wall in one of the following ways:

- » **Overload the Wall.** A DC 12 Intelligence (Arcana) check reveals that enough arcane energy thrown at the wall can cause it to feedback and shut down. If **five levels** of spells are directed at the wall it will shatter the golden orb and collapse the wall in a shower of violet sparks. These five levels of spells may be split among different characters if the party chooses. Each character channeling magic at the wall must also make a DC 12 Intelligence (Arcana)

check to avoid harm from arcane feedback as the wall shatters. On a failed check the caster takes disadvantage on all skill and ability checks for the next hour from the pounding headache caused by the arcane backlash.

- » **Disable the Orb.** The golden orb suspended in the violet wall activates/deactivates the wall's effects with a touch and a command word from the appropriate Cormanthuran officer. As they've been dead for 1,000 years that's not an option. Alternately, a successful DC 15 Dexterity (Thieves's Tools) check deactivates the wall and jolt the user causing them to take disadvantage on all skill and ability checks for the next hour from the pounding headache caused by the arcane backlash, but they then have a lovely golden orb to keep. Lastly, with a DC 20 Strength (Athletics) check the orb can be torn free of the wall, destroying both and dealing 5d10 electrical damage to the character removing the orb and 2d10 electrical damage to everyone else within 50 feet of the wall.

TREASURE

If the golden orb is removed safely using thieves's tools, it can be claimed and sold for 100 gp.

KAROLLA'S LAST STAND

As the violet wall falls, read the following:

The room beyond is crafted of granite that has been badly damaged by war and age. Stone pillars carved to resemble mighty oaks jut from the center of the room, their branches spreading to support the cracked, failing ceiling. One section of the wall looks like it once held a pair of heavy doors but now lies in ruin. Two broken stairways on opposing walls lead up and out of this room. Broken armor and bits of bone are strewn about the room, testament to a great battle that no doubt occurred here.

Karolla stands alone by the ruined hole in the wall, emaciated and filthy. His wild eyes dart to back and forth between the characters as he clutches a beautiful longsword of elven make in his hands. He weeps for a moment and utters the word "Run" before the world erupts in chaos.

Chaos erupts as the sounds of hundreds of howling, hooting, inhuman voices rend the air of the chamber. The din echoes from everywhere at once as bits of old masonry and dirt fall from the ceiling.

A warband of yugoloths and their demonic shock troops are now aware that the ward to the armory has fallen. The party must now leave Duathamper, posthaste or face being overrun.

ESCAPING DUATHAMPER

Place the characters in initiative. Demons and yugoloths enter the chamber each round in the following order:

1	5 Dretch, 1 Mezzoloth, Ceiling collapse
2	5 Dretch, 1 Nycaloth
3	1 Mezzoloth, Ceiling collapse
4+	5 Dretch, Ceiling collapse

- » The chamber is also unstable and beginning to collapse. At the start of each player character's turn, have the player make a DC 12 Dexterity saving throw or take 5 points of bludgeoning damage and be *slowed* until the start of their next turn as debris rains over them.
- » Use **commoner** stats for Karolla. He does not fight unless forced to and only holds the sword to make himself feel better. He works with the party to escape. Unless he receives some sort of magical healing he is too injured and cannot take the dash action.
- » Karolla and his mates stashed an assortment of relics and valuables in this room before the demons started murdering his party in earnest. A party member may choose to spend an action grabbing a satchel of valuables. The weight and cumbersome nature of the satchels preclude the use of the dash action for those who choose to carry them. There are five satchels to carry and a character may only carry one.
- » The dretches move to block routs of escape so the yugoloths can attack and destroy the party.
- » Once all party members depart the armory end initiative. The ceiling collapses blocking the yugoloths ability to easily follow.

TREASURE

Karolla holds what he believes to be an *elfblade*, but it is in reality a *flame tongue* longsword of elven make named Velahr'Kerym. Karolla gives the blade to the party for saving his life before pondering a life in a monastery. For each satchel the characters saved they receive 500 gp in mixed coins, gems, and curios. If the party recovered three satchels they receive a *potion of invisibility* in addition to the gold. If the party recovered all five satchels they receive a 5th level *scroll of fireball* and a *scroll of restoration* in addition to the other treasure.

CONCLUSION

If the characters manage to escape the ruined fortress they can choose to return to Elmwood or strike out for other destinations. If Karolla survived he relates how old wards and demons killed his companions before he secured himself in the vault, waiting for death. Karolla further relates that he learned, via a scribe in Silverymoon, that it was rumored one of the commanders of Myth Drannor's army, the Akh' Velahr, held an elfblade when he perished at the battle for Duathamper. The blade he found, while rare and powerful, is not an elfblade.

In addition, Karolla can relate that the yugoloths taunted him for days. They said they had been summoned by Aldlas Sodhese who had risen again "beneath the weeping maid" and would do unspeakable things to him. That's not possible, is it? Aldlas Sodhese has been dead since the Weeping War!

If Karolla dies, his secrets die with him.

XP AWARD

If the characters saved Karolla, award each character 250 XP.

REWARDS

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

EXPERIENCE (MIN/MAX XP: 1,875/2,500 EA)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the

rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Dretch	50
Archer	700
Hydra	3,900
Youngling (Reef Shark)	100
Young Green Dragon	3,900
Harpy	200
Mezzoloth	1,800
Nycaloth	5,000
Shadow Mastiff	450

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Saving Karolla	250

TREASURE

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

TREASURE AWARDS

Item Name	GP Value
Elven coins	90
Hydra gems	90
Harpy torcs	90
Bronze torc	10
Gold orb	100
Treasure satchels	500 ea (max 5)

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

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

VELAHR'KERYM (FLAME TONGUE LONGSWORD)

Weapon, rare (requires attunement)

This longsword is crafted of mithril with a beautiful hilt of carved ironwood. The crossguard, blade, and hilt are worked through with a forest motif inlaid with shining emeralds and platinum filigree. Delicate blue flames dance along the blade whenever it is drawn from its scabbard. This item can be found in the *Dungeon Master's Guide*.

POTION OF INVISIBILITY

Potion, rare

This item can be found in the *Player's Handbook*.

SPELL SCROLL OF FIREBALL (5TH LEVEL)

Scroll, rare

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

SPELL SCROLL OF RESTORATION

Scroll, rare

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

PLAYER REWARDS

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

DM REWARDS

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

CHAPTER 8. FORGOTTEN FOES

A forgotten foe prowls the intermingled ruins of Thultanthar and Myth Drannor at the heart of the web of plots that threaten Cormanthor. You must delve into the ruins of the City of Song and bring the enemy to ground.

Welcome to DDAL00-02E *Forgotten Foes* by Greg Marks. This adventure is designed for three to seven characters of 11th-16th level and is optimized for five characters with a specific average party level (APL) of 13th level.

ADVENTURE BACKGROUND

Centuries ago, the Netherese wizard Aldlas Sodhese and his yugoloth minions caused great havoc for Myth Drannor and the elves of Cormanthyr. Thankfully he was defeated, and his body laid to rest in a vault meant to prevent his return.

There he would sleep until 1487 DR when the archlich Larloch attempted to drain the mythal and use its power to ascend to godhood. Larloch was narrowly thwarted by the actions of Elminster, but even in defeat, the Shadow King is a dangerous foe. Because of the damage to the Weave created by his attempt to drain the mythal, and by the destruction of the floating Netherese city of Thultanthar, Larloch activated his contingency: Aldlas was raised from the dead as a servitor and given new goals.

In his old tomb and prison, Aldlas summoned a great number of his former yugoloth allies and used them to gather items of power from the ruined cities. He then reached out to the green dragon Verthandantalynx and bribed her with many of those items to send her minions out into the forest and secure it from visitors who might stumble upon his master's plans.

But one of the recovered items, a magical codex was not intended for the dragon. Instead, Aldlas arranged to have it found by a lorenorn, Quaryl Tellasarim, which his master had an interest in. Manipulating the lorenorn through the codex, Larloch, calling himself "the warlock," has been able to further unravel the Weave towards his own ends.

Despite the interventions of adventurers, Aldlas has been quite successful. So successful, now that his presence has been discovered, Larloch no

longer has any need of him and makes no move to defend his pawn.

LOCATION AND NPC SUMMARY

The following NPCs and locations are featured prominently in this adventure:

Myth Drannor. Ruins are all that remain of Myth Drannor, the once capital of the Empire of Cormanthyr, that was destroyed when the floating Netherese city Thultanthar crashed into it. The impact of Thultanthar drained the mythal, and shattered wards, opening the way to the prison crypt of Aldlas Sodhese.

Aldlas Sodhese (Ald-LASS SOD-hes). Aldlas Sodhese was a Netherese wizard who once summoned the Trio Nefarious or Khov'Aniessa in elven. His deceased body was entombed in a crypt beneath Myth Drannor to prevent his allies from returning him to life. When Thultanthar destroyed the mythal, he was returned to life by the archlich Larloch and sent to enact his new master's will. Aldlas has been the mastermind behind the troubles the characters have had in the previous adventures in this series.

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1. The characters arrive in the ruins of Myth Drannor and locate the prison crypt of Aldlas Sodhese. The characters must deal with areas of wild magic to in order to enter.

Part 2. The shattered mythal and proximity of shadow magic from Thultanthar have allowed a dark force to reach into what was once a crypt and prison and raise Aldlas as a fell undead creature. Aldlas has been pulling the strings of the threats to Cormanthor as part of a larger plan. The characters must delve through his lair in order to unravel his plots and tie him to all of the previous adventures.

Part 3. The characters face their foe and learn that he has been instrumental in disrupting the magic of the area in hopes to harm or turn on of the lorenorns; though which is not immediately clear.

The characters can uncover that Aldlas' return to unlife was not part of his doing, nor was it random chance. Something even more powerful is to blame, and still threatens.

ADVENTURE HOOKS

Aldlas has not been as good at covering his tracks as he might have wanted and rumors of his location have leaked. A great many are interested in this man who should be dead, and returning him to that state.

The First Lord's Assassins. The First Lord of Hillsfar, Vuhm Yestral, has learned through adventurers searching the ruined military outpost of Duathamper that yugoloths are claiming to be in the employ of long dead Netherese wizard Aldlas Sodhese. Such a powerful and evil foe cannot be left to threaten the city and its new elven allies. Information from the few remaining elves of Myth Drannor now hiding in Semberholme suggest that Aldlas was entombed and imprisoned beneath the statue of a weeping elven woman just northeast of the Plaza of Falling Leaves.

Elven Oaths. Aldlas Sodhese, the Netherese wizard who once summoned the Khov'Anilesssa, was slain and imprisoned by the Grand Mage of Myth Drannor centuries ago. Now it appears he lives again. Long ago the elves of Myth Drannor promised he would never again trouble the world, and they have long memories.

Draconic Favors. Characters that owe a *Favor to Verthandantalynx* or *Gwyrdd* (DDAL00-02C *Spawn of the Maimed Virulence*) have that marker called in. The wizard has stopped fulfilling his end of the bargain and the dragon is done with it. The dragon demands that the characters end the bargain permanently.

PART I. THROUGH CHAOS

Estimated Duration: 30 minutes

Story Beats: In which the characters learn that the Weave is being disrupted and they locate the secret entrance to the Prison Tomb of Aldlas Sodhese,

The characters have arrived by whatever means at the edge of the ruins of Myth Drannor. They have directions that tomb is located northeast edge of the city under a statue of a weeping elven woman near

the Plaza of Falling Leaves.

GENERAL FEATURES

The ancient forests of Cormanthor are thick and the trees tall. Little light penetrates the canopy

Terrain. The ruins of Myth Drannor are showered in chunks of rock when Thultanthar plummeted to Toril and shattered. Pieces of elven and Netherese buildings are scattered everywhere. Every so often, a blue rift appears floating in the air, but it quickly seals and is seen no more.

Weather. It is clear and warm with a faint summer breeze.

Light. Dim light from the thick canopy above.

Smells and Sounds. Damp earth and the sounds of animals are common. Sometimes the breeze carries the faint scent of rotting meat.

THE RUINS OF MYTH DRANNOR

The party has followed the directions provided and arrived in the ruins of Myth Drannor looking for a statue of a weeping elven woman just northeast of the Plaza of Falling Leaves.

The directions you were given were clear enough, but your travel has been slowed by the terrain. Craters created by plummeting pieces of the Netherese city stud the landscape. Elven buildings are crushed and rubble from both cities is everywhere. Leaf covered bones and the occasional rusted weapon give testament to the massacre that happen here only a few years ago.

The area around you seems to twist the light and lengthen shadows in an almost unnatural way. The tang of a lightning strike fills your nose as a glowing rip in space occurs no more than a sword swing away. Then seconds later, it is gone.

It should be clear that something is wrong. Those that succeed in a DC 15 Intelligence (Arcana) check can tell that the Weave has been disrupted and is further coming apart. A successful DC 20 Intelligence (Arcana) check suggests this may be the beginning of a phenomena called a *pulled thread*. This can have chaotic effects on magic, often centered around a specific school.

This phenomenon occurs when and where a great arcane battle takes place, and typically indicates the presence of decaying enchantments and similar effects. Most often, a *pulled thread* can be found where a mythal once stood. Though a *pulled thread* does not survive long—usually only a few days—its mere presence can cause the Weave to become erratic. It should not still be here unless someone is creating it on purpose.

As the party searches the ruins, a magical disturbance forms, attracted to their life force.

The shadows around you begin to swirl and coalesce into floating central mass of darkness and sparking blue energy. Tentacles of darkness undulate outward, blindly grasping in your direction.

The **magical disturbance** (see sidebar for statistics) is drawn to the inherent power in living creatures, and ignores constructs and undead. It especially targets those that cast spells in its presence. At the average APL, there are **four tentacles**.

A successful DC 15 Intelligence (Arcana) check reveals that the magical disturbance is not a creature, but rather a confluence of shadow magic and the decaying elven high magic that infuses the area. Together they have created a hazard of wild magic that behaves much like a creature.

MAGICAL DISTURBANCE

The area has the following statistics:

- » Each **tentacle** has the statistics of a **black pudding** and acts on its own initiative.
- » The **magical disturbance** has 340 hit points, and for every 85 points of damage it suffers, one of the tentacles fades away.
- » It replaces its 20 ft. climb speed with a 20 ft. fly (hover) speed.
- » It replaces its **split** reaction with the trait **warp magic**.

Warp Magic: When the magical disturbance is targeted with a spell roll 1d6. On a 1, the spell functions against the magical disturbance normally. On a 2-5, the spell affects the magical disturbance normally and the caster suffers a wild surge (Players Handbook p.104). On a 6, the spell has no

effect on the magical disturbance and the caster suffers a wild surge.

ADJUSTING THIS ENCOUNTER

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

- » **Very Weak:** Remove two **tentacles** and the **magical disturbance** has only 170 hp.
- » **Weak:** Remove one **tentacle** and the **magical disturbance** has only 255 hp.
- » **Strong:** The **magical disturbance** has 425 hp and each **tentacle** has +2 to hit and fades after suffering 105 hp.
- » **Very Strong:** Add one **tentacle**, each **tentacle** has +2 to hit and the **magical disturbance** has 425 hp.

DEVELOPMENT

Once the magical disturbance is dealt with, the characters can search the area. Smashed by a piece of flying rock, the statue now lies in pieces. Have the characters make a DC 15 Intelligence (Investigation) check to realize that the fragments of marble in the area could be reassemble in broken statue of a crying elf woman and thus the secret entrance they seek is beneath its base. The entrance appears to have once been locked. It no longer is.

If the characters fail, the party eventually discovers the entrance, but their search is detected by the yugoloths in Part 2, Area 3 who were going to leave the complex, but notice the party first and go back below. They prepare an ambush for the party by extinguishing the fire in their room and gaining a surprise round when the characters enter the room.

PART 2. THE PRISON TOMB OF ALDLAS SODHESE

Estimated Duration: 60 minutes

Story Beats: The characters learn that the Prison Tomb has been twisted to serve as the lair of Aldlas. Having found the secret entrance into the Prison

Tomb of Aldlas Sodhese, the characters have no choice but to proceed down the stairs.

GENERAL FEATURES

The following general features apply to the Prison Tomb unless otherwise stated.

Illumination: The rooms are dark but for what light the characters bring with them.

Doors: The doors throughout the complex are made of stone and are generally locked (open locks DC 20 Dexterity (Thieves Tools), break DC 20 Strength, AC 17, hp 30, immune poison and psychic damage). Aldlas and the nycoloth in area 3 have keys.

Travel: The area is warded to prevent escape. Spells that cause a creature to leave the Prison Tomb, such as *banishment*, *etherealness*, *plane shift*, or *teleportation* fail. Spells that cause teleportation effects but start and end within the Prison Tomb, such as *misty step* or a short-ranged *teleportation*, function normally.

1. SPIRAL STAIRS

Wide marble stairs descend into the ground. The unlit hall is made of the same plain white stone and ends in large double doors an easy throw away that depict three angry fiendish creatures being drawn into a spiral of magical energy.

The floor, walls and ceiling are all made of unadorned white stone. Searching the area discovers nothing, but a successful DC 15 Wisdom (Survival) notes a path between doors and the stairs where the dust has been disturbed, suggesting the hall has seen regular traffic.

Doors: The stone double doors at the end of the hallway are locked. Breaking down the door alerts the yugoloths in area 3 to the character's approach.

A successful DC 15 Intelligence (History) check recognizes the Trio Nefarious, the yugoloths that were summoned by Aldlas Sodhese to plague Myth Drannor as he searched for the Nether Scrolls. The three nycoloths: Aulmpiter the strategist, Malimshaer the assassin, and Gaulguth the berserker, were defeated in -1200 DR as Aldlas was defeated by the might of elven high magic.

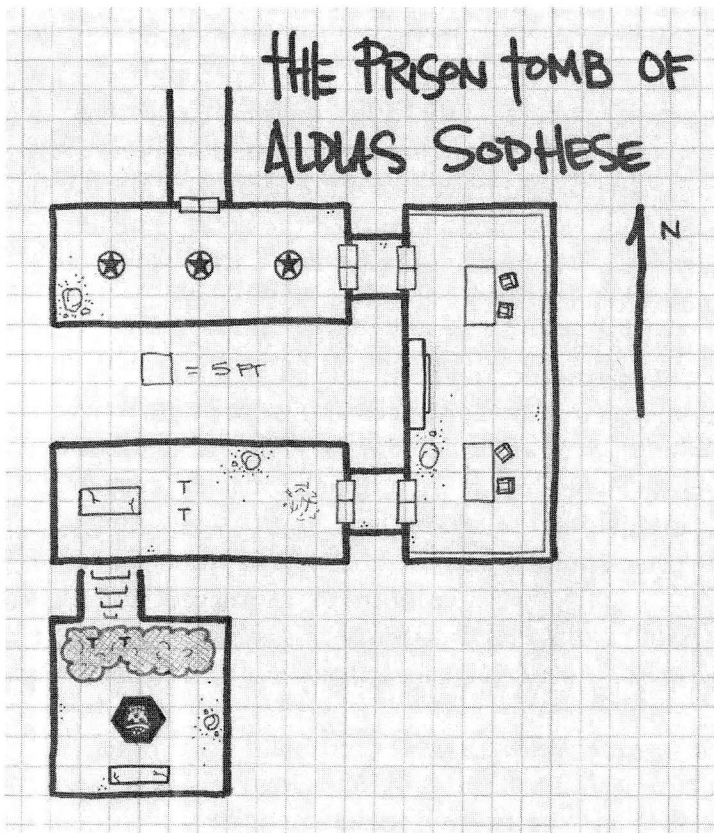
2. HALL OF WEeping MEMORIES

This room is crafted of the same white stone as the hallway behind. The walls are covered in bas relief of a great battle. Three large statues dominate the room, equally spread across the center and there is another set of doors to your left.

This room was designed to prevent minions of Netheril or any of Aldlas's remaining yugoloths from retrieving his body and returning him to life. Unfortunately for the party, when the archlich Larloch returned Aldlas to unlife, he twisted the wards so now they serve to defend their former prisoner.

Illumination: The room is dark. If the party has no light source, a successful DC 15 Wisdom (Perception) check notices a faint glow coming from the doors on the east wall, suggesting that there is a light in the next room. If the characters have their own light source, the difficulty increases to DC 20.

Bas Relief: The carvings on the walls depict a human wizard surrounded by elven high mages and bladesingers. A successful DC 15 Intelligence



(History) check recognizes this final battle of Aldlas Sodhese, the Netherese wizard who sought the Nether Scrolls in Myth Drannor. In the first panel he is clearly winning, backed by fiendish allies. On the second wall he is surrounded by dozens of dead elves, but faces the Grand Mage who is crushing Aldlas with the weight of his own mighty arcane defenses, his body being twisted and torn. In the third panel, the human's body is being laid to rest beneath a statue of a weeping elven woman as the Grand Mage works magic to seal his corpse away forever.

Doors: The doors to the east are locked. Breaking down the door alerts the yugoloths in area 3 to the character's approach.

Statues: The room is dominated by three large statues of elven women, each made of white marble. The statue furthest to the west is of an elven woman in a voluminous gown, her face in her hands as she weeps. The middle statue wears a sleeveless gown with a fishtail hem so that her legs are visible. Her arms are stiff with her hands clutched into fists at her sides and her mouth is open in a scream of anguish. The statue to the east is of an elven woman in plate chased in silver with a large sapphire shaped like a crescent moon embedded in the chest. Her helm missing, her resigned, stolid expression is clear. All three of **the statues are trapped** (see sidebars), but due to the warping of the Prison Tomb's wards, Aldlas and all yugoloths are now immune to the traps.

TRAP: WEeping STATUE

Complex trap (level 11–16, moderate threat)

Entering the room causes the statue to target the creature with necromantic energy.

Detection and Disabling. A detect magic determines that the statue radiates necromancy. A successful DC 20 Intelligence (Arcana) check while adjacent the statue can disrupt the trap. It can also be destroyed by successful *dispel magic* (DC 14). Barring that, the statue can be destroyed by doing 40 points of damage to it (AC 17).

Trigger. The first character that enters the room hears a woman crying and sees tears flowing freely down the statues' arms.

Initiative. The statue acts on initiative 20 each round.

Effect. The statue targets the last living creature to enter the room with a *blight* spell doing 36 (8d8) points of necrotic damage. A successful DC 15 Constitution saving throw halves the damage.

TRAP: SCREAMING STATUE

Simple trap (level 11–16, moderate threat)

Approaching the eastern doors causes a wave of thunder to explode outward from the doors pushing the victim towards the northern doors.

Detection and Disabling. A detect magic determines that the statue radiates evocation. A successful DC 20 Intelligence (Arcana) check can disrupt the trap. It can also be destroyed by successful *dispel magic* (DC 14). Barring that, the statue can be destroyed by doing 40 points of damage to it.

Trigger. Each time a creature approaches within 10 feet of the eastern doors, an ear piercing scream emanates from the statue and a *thunderwave* spell explodes from the doors.

Effect. Those within 15 feet of the eastern doors suffer the effects of a *thunderwave* spell (using a 4th-level slot) and suffer 23 thunder damage and are pushed 10 feet towards the doors on the northern wall. A successful DC 15 Constitution saving throw halves the damage and negates the push effect.



TRAP: STATUE OF AVARICE

Dangerous trap (level 11–16, moderate threat)

Knowing yugoloths boundless greed, this trap tempts the greedy towards their own doom with the promise of riches.

Detection and Disabling. A *detect magic* determines that the statue radiates transmutation. A successful DC 20 Intelligence (Arcana) check can disrupt the trap. It can also be destroyed by successful *dispel magic* (DC 16). Barring that, the statue can be destroyed by doing 40 points of damage to it.

Trigger. Touching the statue causes the statue's expression to change to a wry grin and then targets the victim with a spell.

Effect. The victim is immediately targeted with a *flesh to stone* spell, turning them to a statue of white marble.

TREASURE

The silver can be scraped from **statue of avarice** to gather 500 gp worth of metal. The sapphire in its chest is worth 2,000 gp.

DEVELOPMENT

The statue traps can be shut off or reactivated with an action using a magical whistle carried by the nycoloth in area 3.

3. CHAINED LIBRARY

Flickering firelight lets you see that three of the walls of this long room are covered with books, each individually chained in place on its shelf. A hearth is on the western wall and two long reading tables run down the long axis of the carpeted room.

When the characters arrive, 1 **nycoloth** and 4 **mezzoloths** are in the library examining the books and waiting for Aldlas to dispatch them on another task.

Illumination: The room is lit due to the fire burning in the hearth.

Books: The books contain a wide variety of valuable histories and elven sagas. Interspersed are five **magical chained tomes** that potentially absorb spells cast in the room. Any spell (but not an innate spell) that targets a creature or area within the room is targeted by a *counterspell* (+5 bonus). If the spell is successfully countered, the spell has no effect and instead appears written in one of the tomes. Each of the five tomes only functions once per 24 hours. If taken from the room, they function as spellbooks but lose the ability to counter and absorb spells.

Each area of effect ability used within the library, such as a *lightning bolt* or *fireball*, destroys 200 gp worth of non-magical books and one of the **magical chained tomes**.

Hearth: Any creature entering or beginning their turn in the hearth suffers 11 (2d10) fire damage.

TRICKS OF THE TRADE

The yugoloths are a challenging foe, particularly if they can ambush the characters and bottle them up.

Ambush. If the yugoloths are alerted to the party's approach, they douse the fireplace and the nycoloth casts *invisibility* upon itself and the two of the mezzoloths ready to cast *darkness* and *cloudkill* respectively.

Traps. If the yugoloths are able to pin some of the characters in area 2, the nycoloth uses an action to reactivate any deactivated traps with his magical whistle.

To the Death. Bound to Aldlas's will, they fight to the death for their master.

ADJUSTING THIS ENCOUNTER

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

- » **Very Weak:** Remove one **mezzoloth** and two of the **magical chained tomes** do not function today.
- » **Weak:** Remove one **mezzoloth**.
- » **Strong:** Add one **mezzoloth**.
- » **Very Strong:** Add one **mezzoloth** and increase the *counterspell* bonus to +7.

TREASURE

Characters capable of looting the library can sell the non-magical volumes for 1,500 gp. The chained tomes are useful as spellbooks. On one of the shelves, there is a *scroll of protection (fey)*.

4. FALSE CRYPT

A large, scorched glyph is burned into the floor just inside the room. At the far end of the room is a sarcophagus on a pedestal. Imagery of thorny vines wrapping around it are carved into the stone. A pile of bones and moldered cloth lie nearby.

This false crypt was meant to fool grave robbers into retrieving the wrong body.

Body: Though the body once lain in the sarcophagus, it has been casually thrown upon the floor. It is dressed in the moldering remains of a wizardly robe with the symbol of Netheril upon it. A close examination of the remains and a successful DC 10 Wisdom (Medicine) check notes that the bones are elven, not human. Those capable of speaking with the dead can determine that the bones were once Lysticia Sunleaf, a bladesinger of Myth Drannor who fell in the battle with Aldlas Sodhese. Her face was used as the model for the screaming statue in area 2.

Glyph: Just inside the doorway, a glyph is burned into the marble. A successful DC 15 Intelligence (Arcana) check recognizes it as a particularly powerful *glyph of warding* that has already been discharged. It no longer radiates magic.

Sarcophagus: The stone vault is covered in intricately carved vines that wrap entirely around the sarcophagus. A successful DC 15 Wisdom (Perception) notices that the area around the vault is clear of dust. A DC 15 Intelligence (Investigation) check notes marks on the lid and stone floor that suggest the lid has been opened many times. A successful DC 15 Wisdom (Perception) check while searching inside the coffin find that the bottom is false and lead to stairs that descend below the floor.

The approach to the sarcophagus is trapped (see sidebar).

TRAP: RAKING VINE

Simple trap (level 11–16, dangerous threat)

Stepping on one of two pressure plates or opening the false bottom of the sarcophagus swings a stone vine around the vault.

Detection and Disabling. A successful DC 20 Wisdom (Perception) notes that two tiles on the floor look slightly raised. A successful DC 15 Intelligence (Investigation) check notices a gouge about two feet above the floor in the northern, southern and western walls. A successful DC 15 Intelligence (Investigation) check searching the vault notices that some of the vines are segmented and look as if they can be removed from the sarcophagus. A successful DC 15 Dexterity (Thieves Tools) is needed to sever the connection to each of the pressure plates, or a character can simply avoid stepping on them. A successful DC 20 Dexterity (Thieves Tools) is needed to sever the connection to the false bottom in the coffin.

Trigger. Each time the trap is triggered, a thorn covered, segmented stone vine carving swings around the sarcophagus, attacking all within 10 feet. Those 2 feet above the floor or further away than 10 feet are not vulnerable to attack.

Effect. The vine makes a +12 melee attack against all creatures within 10 feet of the vault. If

hit, a creature suffers 22 (4d10) bludgeoning damage and 22 (4d10) piercing damage.

PART 3. MASTERMIND

Estimated Duration: 30 minutes

Story Beats: In which the characters finally face Aldlas, and learn that while he was the mastermind of their problems, he is not their final foe. “The warlock” remains.

Proceeding down the stairs from the false crypt, the characters have finally located the apparent mastermind behind their troubles in Cormanthor.

If the characters have set off the trap in area 4 or otherwise make excessive noise, Aldlas is ready for them.

5. TRUE CRYPT

The stairs open up into a large room with another sarcophagus against the north wall, a table covered in arcane supplies on the eastern wall, and a large symbol of a skull wearing a crown inscribed in the center of the floor.

Aldlas Sodhese the **archmage** and his bodyguard Neihuir Makhei, a **blackguard** of Velsharoon, dwell in the room which Aldlas was entombed. Both are clearly undead.

UNDEAD FOES

Aldlas and Neihuir have the following changes to their statistics:

- » Change their type to Undead.
- » **Damage Resistances:** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons.
- » **Condition Immunities:** poisoned, stunned
- » Darkvision 120 ft.
- » Aldlas has prepared *prismatic wall* instead of *time stop*.
- » Aldlas only - **Legendary Resistance (3/day):** If Aldlas fails a saving throw, he can choose to succeed instead.
- » Aldlas carries and may use the *Lor'Shon va'Na'eel*.

Glyph of Velsharoon: A successful DC 10 Intelligence (Religion) recognizes the symbol at the center to be a stylized holy symbol of the god Velsharoon the deity of necromancy. While active the glyph makes undead in the room immune to Turn Undead and absorbs all radiant damage in the room. The glyph can be destroyed with *dispel magic* against a 6th-level spell slot or by using an action succeeding in a DC 25 Intelligence (Arcana or Religion) check.

Research Table: The table on the eastern wall is covered in various arcane implements, books, scrolls, and maps of the Moonsea and Cormanthor.

Trapped Floor: The floor at the bottom of the stairs is trapped (see sidebar), releasing the **Death Cloud** if stepped upon.

TRAP: DEATH CLOUD

Simple trap (level 11–16, dangerous threat)

Stepping on one of two pressure plates causes a dark cloud that twists the mind and melts the flesh.

Detection and Disabling. A successful search with a DC 20 Wisdom (Perception) notes that two tiles on the floor look slightly raised. A successful DC 20 Intelligence (Arcana) is needed to deactivate the ward.

Trigger. If a living creature steps on the trapped tiles, a magical cloud fills the southern 10 feet of the room.

Effect. The black cloud blocks sight. Any creature with a mind entering or ending their turn in the cloud must succeed DC 15 Wisdom saving throw or be stunned until the end of their next turn. In addition creatures entering or ending their turn in the cloud take 22 (4d10) acid damage and 22 (4d10) necrotic damage. A successful DC 15 Constitution saving throw halves the damage.

TRICKS OF THE TRADE

Aldlas and Neihuir are individually powerful, but suffer from being only two foes against several PCs.

Focus Fire. Aldlas and Neihuir are high level foes and recognize that the party's healer is what is keeping them up. They locate this person quickly and try to kill

them as quickly as possible. If they can't, they try to isolate them from the rest of the party.

Use the Fog. They try to keep their foes in the fog. This blocks line of sight and thus things like *counterspelling* their spells. It also keeps foes dealing with damage and stun effects every turn. If necessary, they will move into the fog themselves, being resistant to necrotic damage and immune to stun.

To the Death. Fearing the wrath of Larloch and controlled by the archlich, they fight to the death.

ADJUSTING THIS ENCOUNTER

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

- » **Very Weak:** Decrease the damage of the **death cloud trap** to 11 (2d10) acid damage and 11 (2d10) necrotic damage. On a failed Wisdom save, the target is restrained, not stunned. The **archmage** has already used his 9th-level spell slot today. Decrease the blackguard's hit points by 20.
- » **Weak:** Decrease the damage of the **death cloud trap** to 11 (2d10) acid damage and 11 (2d10) necrotic damage. The **archmage** has already used his 9th-level spell slot today.
- » **Strong:** Add one **mezzoloth**.
- » **Very Strong:** Add two **mezzoloths**. Increase the archmage's hit points by 20.

TREASURE

The characters may claim the *Lor'Shon va'Na'eel* from Aldlas's body. In addition the table there are scrolls of *lesser restoration* and *ray of enfeeblement* and a vial containing *oil of sharpness*. There is 1,000 gp in diamond dust in a leather sack among the spell components on the table.

CONCLUSION

Searching the research table in the true crypt the characters find ample notes and correspondence to prove that Aldlas has been active since 1487 DR and all of the foes the characters have faced in the previous adventures in this series have been minions of the mage.

In addition, there are a significant number of

maps of the baelnorn barrows, and details about a particular lorenorn named Quaryl Tallasarim. Neihuir Makhei is listed as due to report to someone called the warlock within the next week. A partial report lies on the table where Aldlas lists his mission as fully successful and he expects the *pulled threads* to worsen soon.

It seems as if the end of Aldlas Sodhese is not the end to the threat to Cormanthor and Hillsfar.

REWARDS

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

EXPERIENCE (MIN/MAX XP: 5,050/6,750 EA)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Aldlas Sodhese (Archmage)	8,400
Black Pudding	1,100
Mezzoloth	1,800
Neihuir Makhei (Blackguard)	3,900
Nycoloth	5,000

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Locating the True Crypt	100

TREASURE

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

TREASURE AWARDS

Item Name	GP Value
Books from the Chained Library	1,500

Diamond Dust	1,000
Sapphire Crescent	2,000
Silver Scrapings	500

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

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

LOR'SHON VA'NA'EEL (ROD OF ABSORPTION)

Wondrous Item, very rare (requires attunement by a wizard)

The *Lor'Shon va'Na'eel* empathically imparts a seething hunger to destroy the magic of others and funnel that power into the holder. The obsidian rod does not control the owner's actions but fills their dreams with scorn for others who employ magic and hubris for the owner's talents. When grasped by the attuned, the end of this rod wraps firmly around the wielder's wrist. This item can be found in the *Dungeon Master's Guide*.

OIL OF SHARPNESS

Potion, very rare

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

SCROLL OF PROTECTION (FEY)

Scroll, rare

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

SPELL SCROLL OF LESSER RESTORATION

Scroll, uncommon

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

SPELL SCROLL OF RAY OF ENFEEBLEMENT

Scroll, uncommon

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

CHAINED TOMES "SPELLBOOK"

These five spellbooks are wrapped in fine chains and each weighs 25 lbs. If the tome absorbed a spell add it to the appropriate book. They contain the following spells:

- » Book One: *detect magic, mirror image, banishment, wall of force, _____*
- » Book Two: *identify, misty step, fire shield, globe of invulnerability, _____*
- » Book Three: *mage armor, counterspell, stoneskin, teleport, _____*
- » Book Four: *magic missile, fly, cone of cold, mind blank, _____*
- » Book Five: *detect thoughts, lightning bolt, scrying, time stop, _____*

PLAYER REWARDS

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

DM REWARDS

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

CHAPTER 9. THE DEFINITION OF HEROISM

Myth Drannor lies under a layer of debris that is nearly a quarter-mile thick. But there are secrets in the chaos, and some of those secrets yearn to be made known once more. Within the rubble of Thultanthar and Myth Drannor can be heard ethereal voices—but of what they speak, no sane mind has yet to report.

Welcome to DDAL00-02F *The Definition of Heroism* by Alan Patrick. This adventure is designed for three to seven characters of 17th-20th level and is optimized for five characters with a specific average party level (APL) of 18th level.

ADVENTURE BACKGROUND

In 1487 DR, the Shade Enclave, the Netherese citadel Thultanthar was pulled from the sky by the Old Mage—Elminster Aumar, himself. That's the good news. The bad news was that it fell directly on top of and utterly destroyed Myth Drannor.

His scheme stymied by a falling city, the archlich Larloch was not dissuaded from continuing in his plan to ascend as Mystryl reborn. He roused the Netherese wizard Aldlas Sodhese who was entombed in Myth Drannor. As his undead minion, Aldlas delivered a codex that would corrupt the remaining resident Myth Drannor. He also summoned a great many yugoloths to recover items of power such as an *elfblade* from Duathamper. He used these items to treat with the green dragon Verfantantalynx who in turn sent her minions in the woods to further even more schemes.

Fortunately for Cormanthor and the Moonsea, Aldlas and his webs of minions and allies have been thwarted by adventurers. Unfortunately, it no longer matters as Larloch has gained control of the lorenorn Quaryl Tellarim and through him, a portion of the Weave.

Now the very essence of the Weave has begun to unravel. It is small, almost unnoticeable in far-off Waterdeep and other centers of civilization but as one draws nearer to the ruins of Myth Drannor and Thultanthar the *pulled threads* are impossible to ignore. Where magic behaves erratically, surely there are dark and sinister forces at work.

LOCATION AND NPC SUMMARY

The following NPCs and locations are featured prominently in this adventure:

Cormanthor Forest. Cormanthor Forest is an ancient forest full of ancient secrets. The elven nation of Cormanthyr calls the forest home, but after eons of struggle, most of its elven denizens had fled, and drow rose to take their place. Within the last 150 years, an army of elves reclaimed the forest, but their dreams of restoring the kingdom were recently dashed to pieces when its capitol, Myth Drannor, was finally destroyed by a falling Netherese citadel, Thultanthar.

Myth Drannor. Formerly one of the centers of Faerun's elven civilization, this thrice-proud kingdom lies again in ruins beneath the shattered remnants of the Netherese sky citadel Thultanthar. Fiends and worse once again prowl the land, and the mythal that long protected this place has been broken. The elves and many powerful arcanists across the world believe that it cannot be restored. Thultanthar. The last sky citadel of the Netherese empire, it hailed from ancient Faerun and spent over a millennia in the Shadowfell before returning to the world. Although it was pulled to the ground by Elminster in a bid to defeat the Netherese archlich Larloch, the debris almost certainly hides great treasures—and terrible foes.

Quaryl Tellarim. An elf baelnorn (lorenorn) of Myth Drannor. He is a type of elven lich, and although he retains his good alignment he is not in full control of himself or his powers any more.

Larloch. Once an archwizard of Netheril and chosen of Mystryl, the Shadow King is now the oldest creature in the entirety of the world and the most powerful lich to have ever walked Faerun. He does not often enter into the affairs of the world, seemingly content with his own research and arcane efforts in far-off Warlock's Crypt near the Sword Coast. He can control other liches with merely a thought, and has a contingency for every eventuality. Was immune to Elminster's magic, causing the mage to bring an entire city crashing

down on top of the lich's head. Larloch is not physically present in this adventure, but is referenced and his presence is felt.

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1. The characters must contend with the warping caused by the *pulled threads* and the effect they have upon the creatures and magic here.

Part 2. After determining the effects of the *pulled threads*, the characters discover a hidden laboratory comprised of equal parts elven and Netherese materials.

Part 3. The characters must determine how to best deal with Quaryl Tellarim, a lorenorn of Myth Drannor. Quaryl who has gone mad and is not in control of his own mind any more. The characters may have discovered that a powerful lich is exercising control over all the undead here—and beyond.

ADVENTURE HOOKS

The actions of adventurers have revealed greater plots at work in Myth Drannor than previous witnessed.

Heritage Restored. [for characters that are elven, half-elven, or have significant ties to the elf community or seek to have significant ties on behalf of Hillsfar] Characters that claim elven heritage in their bloodline are contacted by Ilsevele Miritar, the leader of the displaced elves of Myth Drannor who is currently in Semberholme. She claims that one of the lorenorn (see sidebar) still exists within the rubble of the broken city, and that it has been attempting to contact her. She is concerned that something is not right with the creature, and that a threat is imminent. The First Lord of Hillsfar has pledged to support the elves in any way possible as a sign of his good faith.

Magical Mishap. [a generic tie-in, appropriate for stand-alone usage or as a sidetrek during another adventure or hardcover chapter] A teleportation effect has gone awry, and you now find yourself within the outer ruins of Myth Drannor. Strange sights abound, and even stranger creatures can be spied in the distance. But then again: adventurers have

always spoken fondly of the wonders of Myth Drannor... so what's a little expedition between allies, right?

Pulled Threads. [for characters proficient in Arcana] Across the world, the Weave—magic itself—has begun to unravel. The effect can be tracked to the general region of the ruins of Myth Drannor, though further investigation is needed to pinpoint the source of the trouble.

PART 1. SELVAGE AND SHRED

Estimated Duration: 30 minutes

The characters begin amidst the outer ruins of Myth Drannor. Magical rifts can be spied every few hundred feet.

GENERAL FEATURES

The area has the following general features:

Terrain. The outer reaches of the ruins of Myth Drannor are dotted with chunks of stone and broken masonry. Vegetation is sparse.

Weather. A cool wind blows from the Moonsea, far to the north.

Light. The sun is low on the horizon, with nightfall only an hour away.

Smells and Sounds. A faint electric scent charges the air, and every few minutes the sound of crashing stones can be heard in the distance.

THE WEAVE UNRAVELS

The outskirts of the ruined elven city have been overlaid by the remnants of the Netherese city of Thultanthar—a city that was once enchanted to fly, but was pulled to the earth in a violent magical battle some years ago. Remnants of both elven and Netherese masonry dot the landscape, along with pieces of rock from small to huge and everything in between. Characters proficient in History likely know this already.

PULLED THREADS

This information is presented in **Player Handout 1**. If the characters succeed on a DC 20 Intelligence (Arcana) check, provide that handout to them. Characters who witnessed the birth of these threads in DDAL00-02E *Forgotten Foes* receive advantage on this check. As experienced adventurers, they are likely aware of the rumored powers and dangers of *pulled threads*.

As the characters arrive, they stand roughly thirty feet from a *pulled thread* keyed to evocation magic. Read or paraphrase:

The landscape ahead is nearly silent, cut only by the low, mournful howl of the north wind. Pieces of stone dot the landscape and a huge mound of rubble can be spied about a mile to the south.

Strange eddies of energy dot the landscape around you, simultaneously leaking energy and pulling it back in. This is causing a severe warping effect, twisting your perceptions; it does not take a formally-trained eye to realize that magic itself has gone awry here.

The land here is dotted with *pulled threads*, places in which magic itself has been warped and is pulled out of alignment. Once the characters have gotten their bearings and have attempted to investigate one of the *pulled threads*, a trio of **ultroloths** strike out and attack!

ADJUSTING THIS ENCOUNTER

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

- » **Very Weak:** Remove one **ultroloth**.
- » **Strong:** Add one **ultroloth**.
- » **Very Strong:** As **Strong**, and the ultroloths cannot fail the Wisdom saving throw required by the *pulled thread*.

Treasure. The fiends carry a variety of extraplanar crystals, all hailing from Carceri. They all fit

together like a puzzle and depict a hooded, wizard-like figure when assembled. These objects are worth 2,200 gp if sold together.

The ultroloths also hold one of Quaryl's Spellbooks; this tome contains 50 pages of 2nd-level spells and bears this inscription on the interior of the front cover:

"Property of Quaryl Tellasarim. If found, return for reward."

While the cover is open, a faintly humming elven voice can be heard.

DEVELOPMENT

Once the characters have dealt with the fiends, they can hear a voice far to the south. This voice is singing a wordless elven tune, and the melody is at once comforting and disturbing. The crystalline notes carry cleanly through the debris and is clearly elven in nature, but to the best of the characters' knowledge no elves live here anymore. Furthermore, the voice sounds identical to the voice heard when they open Quaryl's Spellbook.

The *pulled threads* seem to be more densely packed as the characters draw closer to the remnants of the crashed Netherese city, though they can still be avoided if the characters wish to do so.

Demonic calls can be heard echoing about the stones in the wreckage. Though no such creatures make themselves known, the characters should feel as if they are being watched.

Fragments of the mythal of Myth Drannor still function, and on a DC 20 Intelligence (Arcana) check the characters may learn something about it. While they cannot learn all of the functions of the mythal (see the Appendix) due to the protections laid inside the enchantment, learning some tidbits here might help them understand this place a little better.

IF YOU BUILD IT...

After about an hour (covering one mile of very difficult terrain) of following the melodious sound, they find that it seems to be coming from a massive pile of rubble—one of the larger pieces of the shattered Netherese city of Thultanthar. The *pulled threads* can be seen here in greater number.

Working your way between the stones and knocked-down trees, you follow the sound. Soon enough, just as the sun dips below the horizon, you find the source: a chunk of the dead Netherese city of Thul-tanthar.

This city was pulled from the sky and dropped atop Myth Drannor—and though this should have killed everyone living in both spaces, clearly something still lives... or functions, at the very least.

Several pulled threads can be seen around one portion of the rubble, and they have become much more densely packed than they were on the outskirts.

The rubble is a mound that rises a quarter mile into the sky and stretches nearly as wide along the ground, with the remains of buildings both elven and Netherese mixed together. It is a huge chunk of rock and masonry, indeed. The characters may try to physically dig their way through, though it takes a significant amount of time and attracts Random Encounters.

The characters may attempt to use effects like *passwall*, but the collapsing protections of the Netherese mythal terminate the spell after one round. This should not be a flat denial to the characters, though; casting such spells cause the *pulled threads* to flare and dance wildly, as if calling for energy.

Each time a *pulled thread* is repaired, the singing becomes a little louder and the colossal pile of rubble shifts a bit. Once three such repairs are made, a passageway appears, leading deeper into the Netherese wreckage. Player Handout One details how a *pulled thread* is repaired.

When the characters have uncovered the passageway and are ready, proceed to Part 2. For every 45 minutes that they rest or dawdle, another set of wandering creatures arrives to challenge them; many of these creatures are mad with hunger, insane from magical backlash, or just plain chaotic. These random encounters do not provide any additional treasure or experience.

RANDOM ENCOUNTERS

1d4 Encounter Adversaries

- | | |
|---|---|
| 1 | Three ultroloths . |
| 2 | Four death slaad , with one of them <i>shapechanged</i> into the form of a young male elf that is running for his life—a DC 18 Wisdom (Insight) check reveals the ruse, but failing results in a surprise round for the <i>shapechanged</i> slaad. |
| 3 | Four devourers . |
| 4 | A pit fiend and two chained devils ; it is a safe assumption that discarded bits of chain can be found amidst the stones and debris. This encounter should only be used once. |

PART 2. THERE'S A CERTAIN SCHOOL OF THOUGHT...

Estimated Duration: 45 minutes

Once the characters gain access to Quarryl's lair, they can explore it freely. Each room contains a specific theme and features a fragment of the key that unlocks access to Quarryl himself.

GENERAL FEATURES

The lair has the following general features:

Terrain. Despite the destruction outside, Quarryl's lair is in good repair with little debris or clutter.

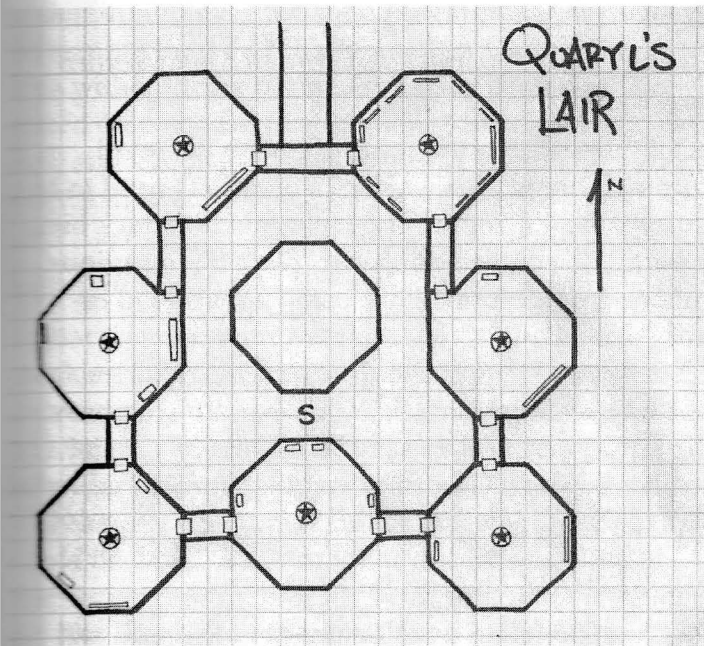
Light. Each room description specifies the amount of light available.

Smells and Sounds. Several of the rooms smell musty and stale, but a few room descriptions are more evocative. There are no ambient sounds, and each room provides appropriate acoustics for sound to echo very effectively.

EXPLORING THE LAIR

Quarryl is a lich, but of a very specific type; for more information, refer to the sidebar on baelnorns. There is a 10% cumulative chance that he might be encountered in any of these rooms as the characters explore. Should they find him, he greets them and

calmly goes about his business. If attacked, he defends himself for a round before using the apparatus at his next opportunity. If the characters interact with him peacefully, he might speak about a school of magic for a few moments before using the apparatus to disappear into his central lair. So long as the characters are not aggressive, he does not mind if they remove his books from the shelves.



BAELNORNS

If a character succeeds on a DC 20 Intelligence (Arcana or History) check, they can learn the following information. This check is made with advantage if the characters have explored 4 or more rooms in Quarryl's lair, and the DC is reduced by 4 if an elf attempts to make this check.

Where lichens are undead creatures of truly evil alignment and terrible intentions, the elves sought to use a version of this horrifying ritual as a framework to preserve their culture and society. With the aid of the Seldarine—the elven court of deities—they created the baelnorn; unfortunately, the magic required to cast this complex ritual is long lost.

Baelnorn are typically of good alignment and serve as protectors of their people. They retained the alignment, memories, and ideals that they had

in life and were often regarded as high-standing members of elven society. After the transformation, baelnorn were identified by one of three titles:

- » **Watchnorn.** These baelnorn were typically new to the transformation, and often served as lesser guardians of public places and ancestral sites or holy places.
- » **Lorenorn.** These baelnorn were most commonly found to be tutors or instructors of the Art for future generations of elves. These creatures sought nuanced understanding of the portions of the Weave that were unknown or questionable in nature.
- » **Guardnorn/ Wardnorn.** These baelnorn were typically the most powerful of their kind, and kept eternal vigil over crypts, locations of great power, or secret places of significant interest to the elven kingdoms.

Like traditional lichens, some baelnorn require the use of a phylactery. Others—like Quarryl—were able to forego this requirement thanks to the protections offered by the mythal. There are rumors that there are methods that a lich might use to remove the reliance upon the physical device of the phylactery, but the elves kept this a closely guarded secret.

In appearance, a baelnorn often looks like an ancient elf. Over time their skin and muscles might atrophy and become nearly transparent, belying their true nature as an undead creature (no matter their alignment or desires, their appearance can give it away). Some baelnorn went to great lengths to disguise themselves so as to keep

While the characters explore Quarryl's lair, they should encounter him at least three times. Heavy roleplay groups may wish to encounter him more than once—it is easy enough to simply move the listed combat encounters to the end of the adventure as the characters make their escape. Combat encounters in this section are not required; if you are in a time-sensitive environment, consider removing them entirely.

Read or paraphrase the following:

The chambers and passages within the pile of rubble are in excellent repair, as if someone—or something—has been maintaining them in the years since the disaster struck. The stonework and masonry are a seamless blend of elven and Netherese styles, and a bronze placard reads:

Entering the arcane sanctum of Quarry Tellasarim, loreborn of Myth Drannor. Enter this place and learn, oh seekers of truth. May Mystryl guide your way.

Characters that succeed on a DC 14 Intelligence (Arcana or History) check recognize the name ‘Mystryl’ as that of the god of magic from the time of Netherese empire, some 1,500 years ago; she was replaced by Mystra after a horrible calamity.

If the characters wish to bring to mind whatever they might know about loreborns, consult the Baelnorns sidebar.

ABJURATION AREA

This room is full of incorporeal shields that glitter and hover along the exterior walls. A single *pulled thread* keyed to abjuration magic is in the center of the room, and a number of books containing theories about abjuration and its usage in the creation of sentient magical items can be found here. All of the books bear Quarryl’s sigil, and inside the front cover is a simple message written in Elvish:

“Property of Quarryl Tellasarim. If found, return for reward.”

If Quarryl is encountered here, he can be heard mumbling something to himself about “baelnorn protections.” If the characters attack him, he summons two **elf abjurers** and two **elf champions** before using apparate to escape.

Treasure. The tomes full of magical theories would be worth a fair amount to certain collectors. The six abjuration tomes can be sold in a major city like Baldur’s Gate or Waterdeep for 250 gp each.

CONJURATION AND CRAFTING

This room is full of tiny automatons that have been carefully placed upon the many shelves on the exterior walls. While many appear to be toys for children, a few sport amazing detail work. A DC 20 Intelligence (Investigation) check allows the

characters to find a group of automatons that look exactly like them. A single *pulled thread* keyed to conjuration magic is in the center of the room, and a number of books containing theories about conjuration and its potential pairings with other schools of magic when creating magical items—specifically, sentient magical items have been carefully placed on a shelf. All of the books bear Quarryl’s sigil, and inside the front cover is a simple message written in Elvish:

“Property of Quarryl Tellasarim. If found, return for reward.”

If Quarryl is encountered here, he can be heard muttering about “the warlock’s creations need to be stronger, faster, better.” If the characters attack him, he summons one **elf conjuror**, two **elf champions**, and one **iron golem** before using apparate to escape.

Treasure. The tomes full of magical theories would be worth a fair amount to certain collectors. The six conjuration tomes can be sold in a major city like Baldur’s Gate or Waterdeep for 250 gp each.

DIVINATIONS AND DISSERTATIONS

This room is full of dancing images of people and places all across the world. The images might show live events as they unfold or simply be displaying recorded events, but it is a magnificent sight indeed! A single *pulled thread* keyed to divination magic is in the center of the room, and a number of books containing theories about divination and its usage in determining the best possible candidates for transmutation into magical objects have been carefully placed on a shelf. All of the books bear Quarryl’s sigil, and inside the front cover is a simple message written in Elvish:

“Property of Quarryl Tellasarim. If found, return for reward.”

If Quarryl is encountered here, he can be heard singing joyfully about “identifying the next candidate for the warlock.” If the characters attack him, he summons one **elf diviner**, two **elf champions**, and one **gynosphinx** before using apparate to escape.

Treasure. The tomes full of magical theories would be worth a fair amount to certain collectors.

The six divination tomes can be sold in a major city like Baldur's Gate or Waterdeep for 250 gp each.

ENCHANTMENT AND YOU!

The walls of this room are made of a highly-polished mirror-like substance, creating the illusion of an infinitely repeated space. A single *pulled thread* keyed to enchantment magic is in the center of the room, and a number of books containing theories about enchantment and how such magic can be used to permanently bind a creature's essence into an object, even without their permission have been carefully placed on a shelf. All of the books bear Quarryl's sigil, and inside the front cover is a simple message written in Elvish:

"Property of Quarryl Tellasarim. If found, return for reward."

If Quarryl is encountered here, he can be heard speaking to himself about "ensuring that the guests are readied per his request." If the characters attack him, he summons two **elf enchanters** and two **beholders** before using apparate to escape.

Treasure. The tomes full of magical theories would be worth a fair amount to certain collectors. The six enchantment tomes can be sold in a major city like Baldur's Gate or Waterdeep for 250 gp each.

EVOCATION FOR ESCAPISM

Scorch marks cover nearly every available surface here—this place is clearly a testing space or "firing range" for evocation spells. A single *pulled thread* keyed to evocation magic is in the center of the room, and a number of books containing theories about evocation and its usage in determining the best possible candidates for transmutation into magical objects have been carefully placed on a shelf. All of the books bear Quarryl's sigil, and inside the front cover is a simple message written in Elvish:

"Property of Quarryl Tellasarim. If found, return for reward."

If Quarryl is encountered here, he can be heard waxing poetic about "preparing the guests for his arrival." If the characters attack him, he summons three **elf evokers** and two **efreeti** before using apparate to

escape.

Treasure. The tomes full of magical theories would be worth a fair amount to certain collectors. The six evocation tomes can be sold in a major city like Baldur's Gate or Waterdeep for 250 gp each.

ILLUSIONS FOR FUN AND PROFIT

Spectral elves emerge from the walls and floor here, only to disappear into another surface without saying a word. At times, a tinny dragon's roar can be heard coming from the ceiling where a dragon has been etched into the stones above. A single *pulled thread* keyed to illusion magic is in the center of the room, and a number of books containing theories about illusions and their ability to change the perceived truths of the world to the untrained eye have been carefully placed on a shelf. All of the books bear Quarryl's sigil, and inside the front cover is a simple message written in Elvish:

"Property of Quarryl Tellasarim. If found, return for reward."

If Quarryl is encountered here, he stands motionless in the center of the room as the ghostly forms dance about him, as if he is lost within his own mind. If the characters attack him, he summons two **elf illusionists** (use the **evoker** stat block, but substitute an illusionist's spell list and slots, and change Sculpt Spells into Displacement) and two **djinni** before using apparate to escape.

Treasure. The tomes full of magical theories would be worth a fair amount to certain collectors. The six illusion tomes can be sold in a major city like Baldur's Gate or Waterdeep for 250 gp each.

NECROMANCY NOOK

The scent of scorched bone permeates this place, and a thick gray fog fills the chamber—anything more than 5 feet away is considered to have full cover. A single *pulled thread* keyed to necromancy magic is in the center of the room, and a number of books containing detailed accounts of Netherese archmages using necromancy to sap the lifeforce of subjects before turning those people into magical objects have been carefully placed on a shelf. All of the books bear Quarryl's sigil, and inside the front cover is a simple message written in Elvish:

“Property of Quarryl Tellarim. If found, return for reward.”

If Quarryl is encountered here, he is very agitated and muttering about how “things just aren’t right; nobody should do this.” If the characters attack him, he summons three **human (Netherese) necromancers** and two **human (Netherese) blackguards** before using apparate to escape; these creatures are unaffected by the thick fog in this place, and they all bear antique versions of the holy symbols of Lathander and Amaunator. Characters that have played DDAO-01 or DDAL00-01 *Window to the Past* recognize these signs immediately.

Treasure. The tomes full of magical theories would be worth a fair amount to certain collectors. The six necromancy tomes can be sold in a major city like Baldur’s Gate or Waterdeep for 250 gp each.

TRANSMUTATION WORKSHOP

Soft, partially-transfigured stones litter the floor and everything feels like it is made of putty here. A single *pulled thread* keyed to transmutation magic is in the center of the room, and a number of books containing theories about transmutation and its central presence in the rituals needed to turn sentient beings into sentient magical objects have been carefully placed on a shelf. All of the books bear Quarryl’s sigil, and inside the front cover is a simple message written in Elvish:

“Property of Quarryl Tellarim. If found, return for reward.”

If Quarryl is encountered here, he can be spied walking in circles and enveloped in a heated debate with an unseen party about “how best to get them to accept the gift.” If the characters attack him, he summons one **elf transmuter** and two **medusas that have been true polymorphed into iron golems** before using apparate to escape.

ADJUSTING THIS ENCOUNTER

This encounter may be very frustrating for some players, as the iron golems have the abilities of the medusas, but the resistances and health of the more powerful form. Tread carefully, and feel free to substitute another interesting creature. This should demonstrate the power of transmutation magic without completely shutting the characters down.

Treasure. The tomes full of magical theories would be worth a fair amount to certain collectors. The six transmutation tomes can be sold in a major city like Baldur’s Gate or Waterdeep for 250 gp each.

ENTERING QUARYL’S WORKSHOP

Once the characters have explored the various rooms and repaired four or more *pulled threads*, they can feel the entire complex move and shift—it rotates its alignment so that the central space can be accessed. Without repairing the *pulled threads*, the wards that protect this extradimensional space continue to malfunction and only allow residents of Myth Drannor to enter.

The floor groans and threatens to buckle as you feel the entire complex move. If you didn’t know better, you might almost assume that the ruins of Thultanthar were once again taking to the skies.

As the tumult subsides, a central space can be seen. This place is extradimensional in origin, and contains a well-appointed living space and a glassy-skinned, ancient elf that is looking at you expectantly.

The characters may enter the new space if they wish, but if they do not, their voices do not carry into it even though they can see it—it is something like looking into the mouth of an open *bag of holding*. The ancient elf inside is Quarryl, and he desires to speak with these curious visitors. Once inside the chamber, the characters can see two statues of what appear to be mummified mind flayers.

Should the characters engage him in conversation, he proves himself to be very open to discussion. He shares all of the information from the baelnorn sidebar, and discusses the destruction of

both Myth Drannor and Thultanthar in a direct and frank manner. He shares that he is a lorenorn, and is certain that he is the last remaining baelnorn in all of Myth Drannor. He has the following additional information to share:

- » After the destruction of Myth Drannor by the crashing Netherese city of Thultanthar, he became trapped in the wreckage.
- » He is unaware of how much time has passed since the destruction occurred.
- » He has passed the time with a magical book that he discovered in the rubble (his Codex). He says that sometimes the book displays messages from someone that calls themselves “the warlock.”
- » He is magically bound to stay within this complex.
- » There are stretches of time in which he does not recall what has happened, and sometimes returns to awareness in a completely different part of his complex.
- » The mixing of Netherese and elven architecture throughout the complex is due to the suggestion of the warlock.
- » If asked about Mystryl, he explains that she was the former goddess of magic. When the empire of Netheril fell from the sky due to Karsus’ Folly in -339 DR (approximately 1800 years ago). She was reborn as Mystra; a different being, but very similar in personality and power. He adds that ‘the warlock’ is very fond of Mystryl, and that it views Mystra as pretender to the role of goddess of magic—a view that he is coming to share as well, thanks to the arcane research that the warlock has been leading him on through the book.
- » He says that the *pulled threads* exist because of the invasive research that he has been performing. If pressed for specifics on the research, he says that that warlock has been working with him (“through me, I fear” he adds with a chuckle) on matters of “arcane permanence”. He is not entirely certain what this means, and admits that he does not understand the full research. A DC 18 Wisdom (Insight) check confirms that his inability to understand the research upsets and scares him, though he

hides it well.

- » “The Weave will repair itself in time; Mystryl knows what is occurring here. Those threads will be snipped or sewn back in, and those that are trimming the burrs from the Weave will be richly rewarded.” He does not seem overly concerned about the damage he is causing.
- » If asked about the statues, he calmly says that he found them on the grounds one day and decided to retain them for further study. “Do not worry. They pose no harm to my guests.” The statues are warded and are immune to weapon damage, though attempting to damage them would anger Quarryl immediately.
- » If the characters ask about the reward for returning his books, he says that they are free to stay here and study the Weave with him for as long as they like. Learning is the most valuable reward. Unfortunately, he does not have any food for them so they will have to fend for themselves.
- » He does not show his Codex to the characters, though he describes its powers and functions if they ask. He is uncertain about who “the warlock” is, and finds the communication and his blackouts unsettling at best. He remains matter-of-fact—even a bit optimistic—and clings to the fact that he survived the destruction of his city as a sign from Mystra that he is destined for great works of Art.

At this point the characters likely have some insight into Quarryl’s fractured mind and personality. Allow them to discuss matters with the lorenorn for a few minutes, and then proceed to the next part.

XP AWARD

If the characters explore all 8 arcane rooms in the complex, encounter Quarryl at least once prior to entering his sanctum, and do not enter combat they should be awarded 1000 XP each.

If the characters repair all of the *pulled threads* in the arcane rooms, they should be awarded 1000 XP each.

DEVELOPMENT

Once the characters learn that Quarryl isn’t in control of his own mind and faculties proceed to Part 3.

PART 3. QUARYL'S LAIR

Estimated Duration: 45 minutes

The characters have investigated the arcane sanctum of Quarryl Tallasarim, lorenorn of Myth Drannor. However, they have discovered that he is not in full control of his faculties and he may be causing more harm than good. His chambers are protected by both creatures and magic, so the characters will have to proceed carefully. How they deal with him can result in a number of potential endings!

DESTROY THE BAELNORN

The characters may well decide to attack the lorenorn. Whether out of anger or a sense of justice (as the lorenorn has admitted to tampering with the Weave), the characters decide to assault a powerful and ancient creature that is very capable of defending itself.

Quarryl's eyes fill with sadness even as acceptance washes over his face. This is fleeting, though, as arcane sigils phase into existence all around him and his features go slack. An echoing, other-worldly voice comes out of his mouth:

"This shell has served its purpose. Come now, face the wrath of Netheril for the final time!"

DEVELOPMENT

Quarryl is almost completely consumed by the warlock and will fight to the death. As initiative is rolled, he casts *antilife shell* and creates an arcane ward with 41 hit points.

Proceed to the Combat section.

SAVE THE BAELNORN OR STUDY WITH THE BAELNORN

The characters may decide to try to salvage the mind and faculties of the lorenorn. Despite the ancient elf's interference with the Weave, he can still be an incredibly potent force for good in the world and represents a powerful part of Myth Drannor's history. This section is also appropriate for characters that wish to stay in Myth Drannor and study with Quarryl.

The lorenorn drops his head as you express your desire.

"The blackouts frighten me, but I know not what I can do. The warlock is powerful and will not—" his voice drops off as his features grow slack. He continues, his voice now echoing and other-worldly:

"I will not allow you to take this resource from me. Mystryl will return to Faerun, and I will be her guide!"

The undead elf's body ripples with magical energy as flickering sigils blink to life all around him.

DEVELOPMENT

Quarryl fights against the warlock for control of his body and abilities. He does not target a character with a spell unless that character has already harmed him, and there is a 25% chance that he targets the **alhoons** instead of the characters with his spells and abilities.

Proceed to the Combat section below.

IGNORE THE BAELNORN AND LEAVE

Some characters—especially those with no real ties to elven culture or the Weave—may decide to leave the lorenorn to his own devices. Should this take place, "the warlock" reveals himself to some degree and harries them; it does not want its plan to be uncovered by meddling adventurers returning to the world at-large. Read or paraphrase:

As you leave Quarryl to his mournful, lonely existence a quiet and menacing whisper swirls throughout the room. Though this other-worldly voice is coming from Quarryl, it is definitely not his own.

"I will bring Mystryl back to this world, and the Weave will bend to my purpose. Unfortunately your apathy has marked you as unfit to see those events come to pass."

Turning back, you can see Quarryl's face stretched into a grotesque scowl. His eyes are empty wells, and arcane sigils flicker into existence all around him.

"DIE!"

DEVELOPMENT

The warlock has taken possession of Quarryl and prepares to use his powerful abilities against the characters. As initiative is rolled, he creates a *pulled thread* somewhere within twenty feet of himself and as close as possible to the character that has displayed the most magical aptitude (or the most

magical gear if there are no obvious spellcasters).

Proceed to the Combat section.

COMBAT

Quaryl has been taken over by the warlock, and is no longer in control of himself. This control cannot be broken, and he now fights to the death. Depending upon what decision the characters made, he has an extra effect.

As this place is Quaryl's lair, he can be a very formidable opponent with a wide range of powers. Should he choose to return the spirits of those that died to this place to fight for him (a lair action), they take the form of humans from Netheril or perhaps even pit fiends and elven arcanists—get creative with your descriptions!

Once their initiative comes up, the two mind flayer statues revert to their natural state—**alhoons**. These undead mind flayer lichs are allies of the warlock, not Quaryl, and they do not hesitate to injure the lorenorn during this battle if it is to the benefit of their master.

ADJUSTING THIS ENCOUNTER

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

- » **Very Weak:** the warlock's control of Quaryl is tenuous, preventing Quaryl from targeting the same character with consecutive attacks.
- » **Weak:** no changes.
- » **Strong:** Quaryl has maximum hit points (198), and as a legendary action Quaryl can spend a spell slot and create a pulled thread of the school of his choosing.
- » **Very Strong:** As **Strong**, and Quaryl's crackling cord lair action can target 2 characters (dividing damage equally among all of them) and he uses it as initiative is determined.

You can further adjust the encounter by allowing Quaryl and the alhoons to be immune to the Wisdom saving throw clause of the pulled threads, or to have advantage on that saving throw. It is not recommended to have them at disadvantage here, as Quaryl and the warlock (who controls the alhoons) created the pulled threads with their

studies.

Quaryl begins to regain some of his faculties (but not control of himself) at the beginning of the third round. As he summons the spirits of the dead he sorrowfully apologizes to the characters, and if he kills a character he sobs out that they do not deserve such treatment.

TRICKS OF THE TRADE

Regardless of which path of resolution the characters choose, they should be made aware that Quaryl is not in full control of himself. Once he regains his faculties he may beg for redemption or even to be destroyed, as the actions he has taken horrify him. Use this encounter as equal parts roleplaying opportunity and deadly combat!

Any attempt to render Quaryl unconscious results in him returning to consciousness in 1d6 minutes and apparating away. He will return five minutes later with one of the sets of creatures from his rooms in tow, ready to destroy the characters or die trying. Until he is killed, the warlock does not relinquish control.

Quaryl does not pursue the characters if they leave Myth Drannor.

TREASURE

The characters find 6,500 gp worth of additional gems, powdered magical reagents, and bits of elven artifacts, and **Quaryl's Codex** can be removed from beneath his robes.

Additionally, they find the remainder of Quaryl's library behind a false wall in his central chamber. These books represent but a fraction of his mastery of magic. It is likely that the characters already possess his book of 2nd level spells; the remaining tomes here cover the other 8 levels of known magic. They all bear the same inscription, writing is an antiquated, flowery elven script:

"Property of Quaryl Tellarim, lorenorn of Myth Drannor and faithful of Mystra"

Finally, the characters are able to recover a large leather tome with Quaryl's personal sigil on the cover. Inside they can read about his exploration of the Codex, and his early interactions with "the warlock." In time, Quaryl began to fear that this ghostly

writer was a Netherese lich named Larloch—the very same lich that was responsible for the destruction of both Myth Drannor and Thultanthar, as well as rumored to have the ability to control liches all around the world simply through force of will. This frightened the lorenorn, and it was at this time that he began recording that he was having blackouts. The final entry is dated only a few days back, and is written entirely in Ancient Netherese:

“As the mythal continues to collapse, there is hope that Thultanthar will be freed and can rise once again—and from that seat the Netherese shall again rule not only the skies, but all of Faerun. These threads, so empowered by battery and engine and force of will, will be rewoven in a tapestry worthy of the one true queen of magic.

Mystryl, my faith forever lies in you. Let us reshape this world into a vision of your choosing.

*Eternally,
L.”*

CONCLUSION

The characters may retain any of Quaryl’s Spellbooks, though any character proficient in Arcana can easily recognize that the tomes are enchanted and bound to this place. If they are removed from Myth Drannor for more than a tenday, they automatically return here.

Characters that choose to stay in Myth Drannor (even in Quaryl’s lair) are plagued with visions of falling Netherese cities, dead and dying elves, and the unraveling of the Weave itself. These visions prevent the character from gaining any benefit normally gleaned from resting until they leave Myth Drannor entirely, and they find that the *pulled threads* are continuing to spring up all over the ruins.

Should the characters decide to return to Quaryl’s lair in the future, they find that the entrance has been sealed up or hidden, and he neither answers their summons nor is he subject to any effect of divination magic. This may be the result of the mythal, or it may be due to the warlock’s interference. Whether or not Quaryl is truly destroyed remains to be seen.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI num-

ber (if applicable) so players can record who ran the session.

EXPERIENCE

(MIN/MAX XP: 14,000/18,500 EA)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Ultrloth	10,000
Quaryl (possessed)	41,000
Alhoon	5,900

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Inspecting the lair without combat	1,000
Repair all seven <i>pulled threads</i>	1,000

TREASURE

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

TREASURE AWARDS

Item Name	GP Value
Ultrloth crystals	2,200
Abjuration tomes (6)	250 each
Conjuration tomes (6)	250 each
Divination tomes (6)	250 each
Enchantment tomes (6)	250 each
Illusion tomes (6)	250 each
Necromancy tomes (6)	250 each
Transmutation tomes (6)	250 each

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

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

QUARYL'S CODIX (TOME OF THE STILLED TONGUE)

Wondrous Item, legendary (requires attunement by a wizard)

This thick tome contains pages of thin, hammered copper and has thing covers of slate. It is held shut by a severed elven tongue. Occasionally, the attuned user of this spellbook finds messages that have been scrawled by someone claiming to be Netherese; this ghostly writer refers to itself simply as “the warlock” and frequently opines on the power of the one true god of magic: Mystryl.

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

QUARYL'S SPELLBOOKS

Quaryl has amassed a significant number of spells throughout the years, and the characters may retain one tome per character. Each tome is devoted to a single level of spells. Flipping through it, you find that it has one spell that you currently do not know (chosen by you from the Player's Handbook). Attempting to leave Myth Drannor with Quaryl's spellbooks results in the spellbook being teleported back to Quaryl's lair ten days later, and any of Quaryl's spellbooks that are removed from the Prime Material plane (including when the bearer is subjected to a teleportation effect) immediately rematerialize on a shelf in his lair.

Efforts to reproduce these tomes always end in failure, with duplicates randomly catching fire, sprouting wings made of human hands, or something stranger. However, one can scribe from Quaryl's Spellbooks into their own spellbook as per normal.

STORY AWARDS

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

Larloch's Unblinking Gaze. “The warlock”—in truth, the Netherese lich Larloch—has taken an interest in you. You have already discovered that he can control undead creatures with but a thought and that he has a significant understanding of the way that the Weave works. This may work for or

against you in future encounters with Larloch and his agents.

Lore of the Ages. The corrupted lorenorn Quaryl TELLASARIM had amassed a wealth of arcane knowledge over the years. The tomes are worth a fair amount to collectors, but as they are first-hand accounts of direct interactions with the Weave the scholars and acolytes of Candlekeep would give a counter offer: a tending of access to the great library's vast resources in exchange for a full set of 6 tomes of a given school of magic. Alternately, you can turn in 3 sets of tomes in to Candlekeep in exchange for a 7th-level spell scroll of your choosing from an Adventurers League-approved source.

If you attempt to surrender forgeries or duplicate copies to the acolytes at Candlekeep they will quickly discover your ruse. You will be ejected from Candlekeep until such time as you make a 10,000 gp donation or discover another campaign-approved method of removing this penalty.

Myth Drannor Explorer. You have entered the ruins of Myth Drannor and survived to tell the tale. While this is still considered a holy place for elves across Faerun, others may be keenly interested in hearing of your exploits. When you stay at a tavern in a large city (such as the Yawning Portal in Waterdeep), you may make a DC 18 Charisma (Persuasion) check; if successful your drinks and lodging are paid for by the other patrons. If unsuccessful, you are stuck with the bar tab for everyone that night.

High-ranking elves may have a dim view of your unsanctioned activities in Myth Drannor. At your DM's discretion, your Charisma-based skill checks are made with disadvantage when dealing with elf nobles and very strong spellcasters.

PLAYER REWARDS

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

DM REWARDS

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

APPENDIX. NEW MONSTER/NPC STATISTICS

QUARYL TELLASARIM (LICH, BAELNORN—LORENORN)

Medium undead (elf), neutral good

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

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

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common, Elven, Ancient Netherese, Dwarven, Thayan, Primordial

Challenge 21 (33,000 XP)

Legendary Resistance (3/Day). If Quaryl fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed baelnorn gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery. A baelnorn may choose to have the mythal of its home, if there is a mythal, serve as its phylactery.

Spellcasting. Quaryl is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *see baelnorn spellmastery*

1st level (4 slots): *see baelnorn spellmastery*

2nd level (3 slots): *see baelnorn spellmastery*

3rd level (3 slots): *see baelnorn spellmastery*

4th level (3 slots): *blight, dimension door*

5th level (3 slots): *antilife shell, scrying*

6th level (1 slot): *disintegrate, globe of invulnerability*

7th level (1 slot): *finger of death, plane shift*

8th level (1 slot): *dominate monster, power word stun*

9th level (1 slot): *power word kill*

Baelnorn Spellmastery. As long as Quaryl is in his lair, he may cast any cantrip, 1st-, 2nd-, or 3rd-level wizard spell. He doesn't have to prepare these spells in advance or use spell components for these spells, though he is limited to the number of spell slots listed elsewhere in his stat block.

Baelnorn Turn Resistance. Quaryl has advantage on saving throws against any effect that turns undead. When inside the mythal of Myth Drannor, he is immune to spells and effects that would turn him or that would use a fear-based effect.

Quaryl's Codex. Quaryl carries a uniquely enchanted Tome of the Stilled Tongue (refer to the item's description in the appendix). Power word stun is his chosen spell, but if he is dominated by the warlock he loses attunement to the book (removing both the benefit as well as the penalty imparted by the tome).

ACTIONS

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) force damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

In addition to a lich's normal lair actions, Quaryl has the following new lair action:

» **Feeblemind (Costs 3 Actions).** Quaryl may cast *feeblemind*, using no spell components, twice per day. If he is within the mythal of Myth Drannor, this effect is empowered any the initial saving throws against this effect made by non-elves are made with disadvantage.

NEW LAIR ACTION

In addition to a lich's normal lair actions, Quaryl has the following new lair action:

» **Apparate.** Quaryl may teleport himself and any other equipment that he is holding to another room within his lair.

APPENDIX. MYTHALS

In ancient times, the elves and the Netherese used powerful enchantments called “mythals” to protect their homes and lands. These mythals often had many specific effects, and the combination of those effects would be engineered to benefit the location in which it was anchored. These were great feats of magic and required regular maintenance and upkeep, lest their protections begin to unravel as they lost potency.

The mythal here is but a shadow of its former glory. While there is no visual cue that it exists, arcane casters often feel empowered (or dampened) in such areas. The characters likely have a similar sense; feel free to describe it. They can make a DC 20 Intelligence (Arcana) check to recall some lore about what mythals are and how they work. Some mythals:

- » ... were keyed to only allow specific races to perform certain types of magic.
- » ... completely prevented entire schools of magic from working.
- » ... heightened, extended, or otherwise modified entire schools and their effects.
- » Required ‘identify’ to be cast many times (sometimes dozens) to discover their full range of powers..
- » And so on. Feel free to insert you own examples!

The mythal at Myth Drannor has been bent almost to the point of breaking due to the impact of the Netherese city of Thultanthar into the elven city, so many of its powers have been subdued or simply do not function any longer. Some of the still-active powers of this mythal should not be disclosed to the characters, including the following:

- » If someone attempts to teleport into or out of Myth Drannor, they are restricted to their current area (ie: one cannot teleport out of or into this place); such spells instead shunt the caster to a random, safe place elsewhere in Faerun if cast outside the mythal, or a random, safe place elsewhere within twenty ft. of the caster if the spell is cast inside the mythal.
- » Once a creature has lived inside the mythal for five years, they simply stop aging.
- » Chromatic dragons, drow, duergar, illithids, dopplegangers, ogres, and goblinoids were once entirely banned from the area. Now, this protection

is skewed and these races will almost certainly fail all saving throws they make (treat as if they rolled a 1) while within Myth Drannor, but they are not forced to leave.

- » Elves (not half-elves, or shapechanged or similarly polymorphed creatures) are eligible to receive a fly speed of 20 ft. They can use a bonus action to turn this magical flight on and off, and they land after completing their movement each turn.
- » All living beings are affected by a permanent *feather fall* while within Myth Drannor.
- » Once a creature has lived within the mythal for a year, their soul is linked to the enchantments of this place. If such a creature is killed, they can be restored to life via raise dead if they desire, unless their entire body has been destroyed (such as from disintegration or a very angry deity). Once a creature has been raised in this fashion, this benefit fades and they must live here an additional year before it becomes active again.

Due to a malfunctioning *Nystul's magical aura*, all creatures (including the characters) detect as neutral elves while in this place. This does not change the characters or their normal states, but may impact how some spells operate.

Using spells like *antimagic aura* or *dispel magic* work normally against creatures, summoned effects, and the like but the mythal itself is immune to such spells.

Mythals do not interfere with racial abilities or class abilities unless that ability is specifically noted as being magical. For instance, characters can use hit dice, a *lay on hands* ability, or similar effects without penalty.

This adventure primarily deals with the ruined mythal of Myth Drannor, though the broken mythal that once held Thultanthar aloft may impact the characters in some areas. Should this be important, that effect will be noted in that area; otherwise, the focus remains on the collapsing elven magic.

PLAYER HANDOUT 1. PULLED THREADS

Some locations around Faerun are intrinsically linked to the Weave itself. Often, this is because mythals were once woven here, and these places—Candlekeep, Myth Drannor, and the like—continue to enjoy certain magical benefits even after the mythal's primary enchantments have faded. However, as these effects fade there can sometimes be a side effect: a *pulled thread*. This occurs when the degradation of the Weave happens faster than the Weave can repair itself, and although they are rare, they represent great potential for both power and disaster.

The space around Myth Drannor was once protected by a mythal, but approximately 5 years ago this complex enchantment was drained nearly to the point of shattering. The lich Larloch first assaulted Candlekeep, and then used the energy from that place's wards to bring down the protections of Myth Drannor. Only through the trickery of Elminster Aumar, archmage and Chosen of Mystra, was this vile creature defeated—and even then, only because the archmage caused the flying Netherese city of Thultanthar to come crashing down upon his head. This routed Larloch's forces and indeed prevented the mythal from fully breaking, but the damage that was wrought was epic in scope. The Weave will repair itself in time, but until then magic in this area will be erratic at best.

The Netherese flying cities and the elven metropolises (such as Myth Drannor) all enjoyed the protections and benefits of mythals, but like attempting to place the wrong end of two magnets together they could not exist in the same place. The wave of energy unleashed as the wards buckled and snapped caused not only the total destruction of the Netherese, but also of the ancestral elven city.

Few mortals left this place, but many treasures yet remain. What challenges yet linger, though, remains to be seen.

PULLED THREADS

All around Faerun, the Weave governs the behavior, flow, and operation of magic. In places of extreme magical conflict one might find antimagic zones or even dead magic zones, but in some rare places an arcanist might discover a *pulled thread*.

This phenomenon occurs when and where a great arcane battle takes place, and typically indicates the presence of decaying enchantments and similar effects. Most often, a *pulled thread* can be found where a mythal once stood. Though a *pulled thread* does not survive long—usually only a few days—its mere presence can cause the Weave to become erratic.

Perception. A *pulled thread* is often easy to spot, as it has a peculiar warping effect as if both leaking and drawing in energy. Under normal circumstances, no specific skill check is needed to spot one.

Presence. A *pulled thread* is often linked to a specific school of magic, and links directly to the Weave. If a creature attempts to cast a spell of that school while within five feet of a *pulled thread*, there is a 50% chance of that spell being empowered (as per the sorcerer metamagic ability) and a 50% chance of that spell being countered and absorbed by the Weave itself.

Power. A *pulled thread* radiates energy. Any character that is proficient with Arcana and any creature that is capable of casting spells or using magical abilities can feel the siren call. If such a creature is within 50 ft. of a *pulled thread* at the start of their turn, they must succeed on a DC 10 Wisdom saving throw or else they must cast a non-cantrip spell this turn if they have spell slots remaining; alternately, a creature could use a magical ability if it has no spell slots remaining. Each time a creature succeeds on this saving throw, the DC is increased by 2; this effect resets after the creature has rested for a tenday. A character proficient in Arcana automatically knows what school a pulled thread is linked to.

Artificer's bane. A creature that possesses perm-

anent magical items but no spell slots or magical abilities still feels the summons of a *pulled thread*. Such creatures must still make the Wisdom saving throw as noted above, and if they fail they are compelled to plunge one of their permanent magic items into the exposed *pulled thread*. When this happens, the item becomes nonmagical for a tenday.

A *pulled thread* is repaired and removed when a spell of the associated school is successfully cast on the thread itself with no other targets, or when a permanent magic item is plunged into it.

EXPLORE FABLED CORMANTHYR

Since the destruction of Myth Drannor by the Netherese of Thultanthar, the elves of Cormanthyr have grown silent. The new First Lord of Hillsfar, Vuhm Yestral, has a tenuous hold on power and seeks to make allies of old enemies while exploiting the nearby forest resources. Heroes are needed to carry the First Lord's message into the Forest of Cormanthor and explore ruined Myth Drannor!

Within you will find updates to the current state of the City of Hillsfar following choices made by D&D Adventurers League players during season three (Rage of Demons) and six new adventures legal for D&D Adventurers League play with characters levels 1st - 20th. Face fearsome foes, explore forbidding ruins in ancient forests, and find out what has become of Myth Drannor!

For use with the fifth edition *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, and *Volo's Guide to Monsters*®.



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