



ADVENTURERS LEAGUE™

CORRUPTION IN KRYPTGARDEN

Kryptgarden Forest has long been a place feared by travelers. Now, the Cult of the Dragon has used that fear to its advantage, securing a stronghold deep in the forest. The Harpers, Order of the Gauntlet, Emerald Enclave, Lords' Alliance, and the Zhentarim are recruiting groups of adventurers to infiltrate the forest to find out the cult's purpose. Join hundreds of others in this interactive play experience. A special adventure for 1st-4th level characters.

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INTRODUCTION

Welcome to *Corruption in Kryptgarden*, a D&D Epics™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tyranny of Dragons*™ storyline season.

This introductory adventure is designed for five to seven 1st-4th level characters, and is optimized for six 2nd level characters. Characters outside this level range cannot participate in this adventure. Players with ineligible characters can create a new 1st-level character or use a [pregenerated character](#).

This is a special three-hour interactive-style adventure, designed to be played with multiple tables participating simultaneously. Rules that pertain to coordinating this event appear in a separate document.

THE D&D ADVENTURERS LEAGUE

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

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

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

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the [D&D Adventurers League home](#).

PREPARING THE ADVENTURE

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

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

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

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

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

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

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order.

If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the [D&D Adventurers League Player's Guide](#) for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used for combat encounters.

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

This adventure is **optimized for a party of six 2nd-level characters. It is very difficult, and should not be played with less than five characters.** To figure out whether you need to adjust the adventure, do the following:

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

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

DETERMINING PARTY STRENGTH

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

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

DUNGEON MASTERING THE ADVENTURE

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

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

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

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Try to be aware of running long or short. Adjust the pacing accordingly.

- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out good choices from clues.

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

DOWNTIME AND LIFESTYLE

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

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

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

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

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide

some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

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

SPELLCASTING SERVICES

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

ACOLYTE BACKGROUND

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

CHARACTER DISEASE, DEATH, AND RECOVERY

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

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the D&D basic rules). If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

DEATH

A character who dies during the course of the adventure

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

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

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

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

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

ADVENTURE BACKGROUND

The adventure is set in Kryptgarden Forest, a hilly wood located within the Sword Coast region of the Forgotten Realms and north of the city of Waterdeep. The wood is bounded by the Sword Mountains to the north and the village of Westbridge to the east.

For more than a century the Cult of the Dragon has ventured into Kryptgarden Forest to tempt the ancient green dragon Claugiyliamatar (pronounced CLOG-ee-lee-uh-MAT-ar) with the promise of immortality as a dracolich. The terrible and cruel beast, known as Old Gnawbones for her habit of flying with a corpse in her

jaws, has until now ignored the offer; instead seeking shapeshifting magic to grant her immortality in another form.

The Cult has returned, but this time as two different competing groups. One group still worships dracoliches and offers Claugiyliamatar undeath. The new group, however, claims that it attracts Thayan allies and in so doing, help living chromatic dragons rule the Realms.

Claugiyliamatar watches the Cult through crystal balls, directing the Zartruss hobgoblin clan to act as intermediaries for her. The two Cult groups now compete to construct the hobgoblins a new stronghold, hoping to rule it themselves should they win the dragon's favor.

These efforts have caught the attention of House Brokengulf, a noble house of Waterdeep with a vendetta against the dragon. Working with the richer House Silmerhelve, the Brokengulf family contacts several factions for aid. The factions turn to adventurers from Phlan, who have recently proven their worth.

Background

OVERVIEW

Instructions for running the interactive component of this adventure are attached in a separate *Administrative Guidance* document.

MEET YOUR ADMINISTRATORS!

- **Squad Leaders** are players chosen by their party members or the DM who acts as a runner for the DM; passing information to the Captains and Commanders so the DM can continue running the adventure.
- **Section Administrators** (Captains) are assigned to oversee a group of tables (generally no more than 15 per Captain). They are there to ensure a smooth-running event. If you need assistance or have a question, signal your assigned Captain.
- **HQ Administrators** (Commanders) are senior staff in charge of running the show and provide guidance to Captains.

ADVENTURE TRACKS

During the Player Introduction each table will choose one of three tracks (Necromancer, Leader, or Fey). Each track offers a different way to gather information and infiltrate the enemy stronghold.

Initially, the players themselves will, after the Player Introduction, choose which track they would like to pursue. However, because this is a cooperative and interactive event, it is important that each track is sufficiently represented.

To facilitate this, Captains and Commanders, may

assign a track if they feel that one has not been represented sufficiently enough. In this case, it is important to stress to the players that the war effort sometimes means following orders.

It is important that you, the DM, become familiar not only with your role in this interactive adventure, but also that of your players. In order for this to run smoothly, everyone needs to be sure of their place in the war effort.

IMMINENT FAILURE

Epics are challenging adventures. If an adventuring party is about to fail at its task, the table may visit surrounding tables and request help from another table that is both on the same track and has at least one faction present at both tables. A character with a matching faction may momentarily join the table in need, appearing and acting at the end of the next round's initiative count. When they wish to rejoin their original table they may spend an action, appearing at the end of their original table's current initiative round. Report any such events to your section's Captain.

Unless otherwise specified, a table may not have more than one such "borrowed" character.

CHARACTER DEATH

If a character dies or cannot be revived during part one or two of the adventure, the player has a way to continue play. A member of the character's faction fighting in close proximity of the squad sees the character fall.

In the event of a character's death during the adventure, a NPC of that character's faction enters the scene at the beginning of the next round. Use one of the pre-generated characters as the recruit.

A recruit will not appear if a player character dies during part three of the adventure, or if the player is already playing a recruit.

INTERACTIVE ELEMENTS

Each track has different interactive elements, allowing adventurers' actions to impact other tracks. These opportunities begin with the header "Interactive Element". The header may direct you to report a result to a member of the administrative staff or to look for a visual cue from the administrator headquarters (HQ) indicating the element is active.

If during play you feel your party has taken an unscripted action that could impact other tables, contact your Captain so that they may petition a Commander for a ruling.

SCRYING

Claugiyliamatar is fond of scrying magic and uses *crystal balls* that allow her to remotely view other locations. This has proven to be especially interesting in her dealings with the different factions within the Cult of the Dragon.

Typically, characters with proficiency in certain skills actively use them to gain their benefit. However, because *scrying* is typically accomplished without the target's knowledge, the characters should not notice or even have the suspicion that they are actively being scryed upon unless they successfully notice the magical scrying sensor.

However, unless they are actively looking for the sensor, they will likely not see it. As such, record each character's passive perception and use this to adjudicate whether or not the scrying sensor is noticed. Any character with a passive Wisdom (Perception) score of equal to or higher than the DC needed to see the sensor detects it normally. The DC is listed in relevant sections of the adventure.

Any character that detects the scrying sensor that succeeds at a subsequent DC 15 Intelligence (Arcana) check identifies the sensor as such.

PLAYER INTRODUCTION: A MEETING IN THE WOODS

Expected Duration: 20 minutes

The adventure begins with the characters, faction representatives, and nobles gathering on the edge of Kryptgarden Forest. Once the players are seated and have character sheets, but before in-character introductions, read the following:

The trees of Kryptgarden Forest rise up before you, but look unwell. The shadows seem too deep, the colors too pale, and the sounds too muffled.

Several hundred adventurers have answered the call of their factions; their leaders here along with nobles and their retinue. One of them, tall with tanned olive skin, shouts to be heard.

“Greetings, and well met! I am Valero, of House Brokengulf, and this is Dala, our ally from House Silmerhelve.

“Long has my family kept watch over this forest; the lair of our enemy, the ancient and despicable green dragon, Claugiyliamatar. We have recently learned that she’s had visitors – the Cult of the Dragon along with the hobgoblins of the Zartruss clan. We ask you to help us in one of three ways.

The Lord’s Alliance has seen wagons of stolen supplies, headed towards the Cult’s stronghold. We call upon some of you to intercept those supplies and learn the location of the Cult’s leadership.”

Dala Silmerhelve steps forth, continuing. “The Emerald Enclave asserts the forest’s balance has changed as Claugiyliamatar grows in power. The Order of the Gauntlet has learned that hobgoblin emissaries are making their way toward the realm of a dark fey lord. An alliance could change the forest forever. We need to convince the fey lord not to ally with the dragon!

“Finally, the Zhentarim claim red-robed wizards are to meet with the cultists; bearing symbols of undeath. We must know if Thay is involved and why.

“Speak with your faction leaders gathered here to learn all you can, and then select your mission. Dark times have come to Kryptgarden. May gods and heroes end the corruption on this day!”

The players should now introduce their characters, state their faction, and then proceed with gathering information. DMs should note the number of members from each faction on the table’s scoring sheet.

GATHERING INFORMATION

Use the information below to guide your interaction. At your discretion, characters from a different faction may earn information requiring membership if they provide exceptional roleplaying, skill use, or class/background features.

Because time is always an issue, steer the party into speaking only to the leaders of the factions represented by characters at the table. Talking to everyone provides could provide redundant information and impact the squad’s ability to complete their missions.

Each faction will provide two Member Missions. While not required, these are tasks that will hopefully help ensure a modicum of balance between the three tracks. Faction representatives will be “politely encouraged” to help their specific faction.

VALERO BROKENGULF

Tall with the tanned olive skin of a Tethyrian, **Valero** cannot hide his hatred for Claugiyliamatar.

Quote: “For too long has my family suffered under Old Gnawbones!”

- House Brokengulf has long had an enmity with Claugiyliamatar. She tricked and killed many of his family and drove those left into bankruptcy. They have only recently recovered, with help from House Silmerhelve.
- Claugiyliamatar is also known as Old Gnawbones, for when she is sighted she often has a corpse hanging from her jaws.
- She is a significant threat, having laid waste to the kingdom of Elfrin and devoured whole orc hordes!
- The host gathered here today may not be strong enough to defeat the dragon, but perhaps we can hold her at bay long enough to dismantle the Cult’s plans.
- Valero hopes the three missions will provide the information needed to launch an attack on the stronghold. It cannot be left standing.
- The Cult of the Dragon worships undead dragons and seeks to convince Claugiyliamatar to become a dracolich. So far, she has refused their offers.

DALA SILMERHELVE

Daughter to Lord Orlanth Silmerhelve, **Dala** is an incisive and charming politician. She plays an increasing role in the management of the house’s holdings in Waterdeep

and beyond.

Quote: "Evil grows too quickly in this forest. The stronghold must fall."

- The Zartruss hobgoblin clan has long served Claugiyliamatar, at times acting as her emissaries.
- There is a bit of a philosophical divide within the Cult. Those loyal to the Old Cult cling to their worship of dracoliches and the pursuit of their creation. The New Cult, however, seeks to bestow Faerûn upon Tiamat and living dragons who will rule.
- Dala does not trust the Zhentarim; though the Lord's Alliance tells her all must unite against this threat.
- The Red Wizards of Thay are very dangerous. They often divide themselves by school of study, such as illusion and necromancy.

HARPERS

A scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power, magical or otherwise. Harper **Windle** is a sly rogue. She decorates her green and brown leather armor with small brass and copper circles.

Quote: "I used to be based in Neverwinter's graveyard... a Harper agent's life is never dull."

- Claugiyliamatar has a fondness for scrying magic and employs several crystal balls and similar devices. This area has been warded against scrying, but it is possible she could be watching at any time.
- It is troubling to learn that the Wizards of Thay have thrown their lot in with the Cult. They know secret things that are dire to say the least.
- Villagers have tales of the dark fey lord, calling him King Witchthorn. He may be our key to winning this battle.
- Both hobgoblins and the cultists have a number of lieutenants and captains. It is to these that the stolen supplies are being sent.
- The Zartruss usually despise humans. However, the band's warlord, Garbul, is said to be willing to work with the Cult of the Dragon's leadership.
- **Member Mission 1.** The Cult is known to have a small number of Red Wizards of Thay amongst their ranks. Collect and turn over the spellbooks of any Thayan wizards you come across; with violence if need be. **(Necromancer Track)**
- **Member Mission 2.** It is imperative that the fey that reside within Kryptgarden be convinced to join the

cause, no matter the cost. **(Fey Track)**

ORDER OF THE GAUNTLET

Faithful and vigilant seekers of justice who protect others from the depredations of evildoers. **Drom** is a dwarven fighter who has always stubbornly worshipped Helm.

Quote: "Sometimes the only way to fix a problem be to strike it with a mighty hammer."

- A group of hobgoblins was intercepted. Scouts by the look of them, likely seeking a safe route to the lands of a dark fey lord.
- The hobgoblins likely have a system of alarms to alert the stronghold of intruders.
- Thayan necromancers are likely raising the spirits of the dead and bending them to their will.
- **Member Mission 1.** It is known that a large horn is housed in one of the larger towers, and may be used to alert Claugiyliamatar. Prevent the horn from being sounded. **(Fey Track)**
- **Member Mission 2.** Thayan necromancers are known to be working with the Cult within Kryptgarden. Because of this, it is likely that they will be using their foul magic to bind the spirits of the dead to their cause. Incorporeal undead will be devastating to our efforts. However, they deserve to find the peace of death without the taint of servitude. Free them from their torment without violence. **(Necromancer Track)**

EMERALD ENCLAVE

A widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats. **Hendle** is an old half-elven druid from Rashemen. His torn clothing is festooned with bones, sticks, polished stones, and other fetishes.

Quote: "I can sense no treants within this forest. What a loss!"

- Kryptgarden Forest could become permanently corrupted if the evil within is allowed to grow.
- Fey are capricious creatures with a fondness for gifts and should not be taken lightly. If they have been corrupted by the dragon's presence, they may be outright deadly.
- The balance must be restored by destroying the stronghold within but not at the expense of the forest around it.
- **Member Mission 1.** The Enclave believes that the fey of Kryptgarden are the key to victory against

Claugiyliamatar. Should the characters find any fey creatures, do not slay them. The dragon's presence has corrupted this Forest and all within it. (**Fey Track**)

- **Member Mission 2.** Our rangers have scouted the Cult stronghold within Kryptgarden Forest. The largest building in the stronghold is the barracks. Ensure that this building not be put to the torch as it would quickly spread to other parts of the stronghold, and subsequently the forest itself. (**Leader Track**)

LORDS' ALLIANCE

A shaky alliance of aggressive political powers concerned with their mutual security and prosperity. **Zalaren** is a dour human priest of Waukeen.

Quote: "Coin feeds every city on the Sword Coast, but the Cult of the Dragon would see us starve!"

- The village of Westbridge is an important source of trade. Groups of cultists have intercepted wagons headed to Waterdeep and now take the cargo back to the stronghold. The Lord's Alliance shares the likely route.
- The Zhentarim believe the Cult of the Dragon has splintered. If they seek favor with the dragon, it may be advantageous to hurt one group more than the other.
- Both hobgoblins and the cultists have a number of lieutenants and captains. It is to these that the stolen supplies are being sent.
- **Member Mission 1.** The Zartruss hobgoblins are especially good archers. They may have constructed siege weapons as well. If so, those must be destroyed for the attack on the stronghold to be successful. (**Fey Track**)
- **Member Mission 2.** The stronghold will contain a great amount of stolen cargo and will likely be staging it in the stronghold's front courtyard. However, it must be retrieved without it being destroyed by its captors. Enter the stronghold without raising suspicion or an alarm. (**Leader Track**)

ZHENTARIM

An unscrupulous shadow network that seeks to expand its influence and power base throughout Faerûn. **Lilith** is a quick-witted Halfling who uses humor to disarm others' mistrust.

Quote: "I used to be twice as tall, but someone cut me down to size."

- The red-robed wizards looked Thayan, including the traditional shaved heads and bearing symbols of death and necromancy.
- The Cult of the Dragon is rumored to be operating as two separate groups. One holds to the old ways of worshipping dracoliches, but the other is said to be uniting living dragons.
- Our spies suggest that the cult has splintered into competing factions. This may be a weakness to be capitalized upon.
- **Member Mission 1.** A Zhentarim Spy has embedded himself amongst the group of Cultists that recently attacked the caravan. Yalek Snurd can be recognized by a V-shaped scar on his left cheek. The spy has vital information and should be kept safe from harm and freed to return it. (**Leader Track**)
- **Member Mission 2.** It is imperative that we discover the actual reason behind the Cult's presence in Kryptgarden. Subdue cultists that you come across and discover the Cult's real goal with Claugiyliamatar. (**Necromancer Track**)

SELECTING A MISSION

Once the characters have gathered sufficient information, they must choose one of three missions:

- **Intercept Stolen Supplies (Leader Track).** The characters intercept stolen wagons before Cultists of either the new or old cult can deliver them to the stronghold and learn the location of the Cult's leadership.
- **Prevent Alliance with the Dark Fey (Fey Track).** The characters must convince King Witchthorn not to form an alliance with the hobgoblins.
- **Investigate the Red-Robed Wizards (Necromancer Track).** The characters must choose whether to interrupt the meeting between either the new or old Cult of the Dragon and the red-robed wizards. They must determine whether the wizards are Thayan, their goals, and how to eliminate their presence within the stronghold.

SQUAD LEADER

Each party should elect one player (and their player character) as the **Squad Leader**. The Squad Leader has the final decision any time the group cannot choose a course of action and is responsible for taking messages to the table's Captain and to other tables.

SPEAKING STONE

Regardless of the mission track, one character from each faction present in the party receives a small polished stone. The **speaking stone** allows communication with the NPC faction representative, who can in turn respond or share information with other faction members. This stone allows a party to request aid (from other tables with a matching faction) and report to or ask questions from the factions (communicate with your Captain).

Review the **Imminent Failure** rule (see Overview, above) at this time.

INTERACTIVE ELEMENT

The Squad Leader should now report to their Captain, indicating the desired mission track.

- 1) Leaders
- 2) Fey
- 3) Necromancers

The Captain records each squad's choice and turns in his section's numbers to the Commanders at HQ. If, after Command review, a mission track is over-represented, Commanders may assign a different track for the party.

If HQ is distributing Scoring and Interactive Reports to the DMs, the Captain will provide the reporting Squad Leader a Scoring Report sheet and an Interactive Report sheet specific to their chosen track. The Squad Leader will then give these to the DM.

TRACK 1: INTERCEPT STOLEN SUPPLIES (LEADER TRACK)

PART 1: SCOUTING

Expected Duration: 60 minutes

The Lord's Alliance provides the route the characters can take to intercept either the new or old Cult of the Dragon before they deliver supplies to the stronghold. The stronghold is large, with many different entrances, but despite this, each sect tends to use specific ones.

INTERACTIVE ELEMENT

Before beginning play, the squad should decide what sect of the Cult they plan on setting out against.

Old Cult. The Old Cult represents the conservative faction of the Cult that focuses on creating dracoliches to dominate the world.

New Cult. The New Cult is a relatively young faction that seeks to free Tiamat from her imprisonment in the Nine Hells and usher in an age of domination by living dragons.

Once the squad have decided, record their choice in the Interactive Element block of the Track 1 Report.

STRANGE TRACKS

As the party travels through Kryptgarden Forest, they may encounter strange tracks, giving them options.

The gloom deepens as you travel farther into Kryptgarden Forest. The trees thicken and twist closer together the further you go, often creating maze-like pathways. A fog hangs in the air, bringing with it the acrid smell of poison.

You are still an hour from where you expect to intercept the route of the caravans when you happen upon a small clearing. The few shafts of light that reach the ground are a sickly emerald green. In the center of the clearing is a weathered column of stone.

There is no immediate danger.

GENERAL FEATURES

Weathered Column. It is ancient, fine carvings long weathered away beyond recognition. Any character may attempt a DC 15 Intelligence (History) check to identify the column as belonging to the elven kingdoms of Illefarn or Rilithar, more than 1200 years old.

Dense Thickets. These surround the 40-foot-wide

clearing, heavily obscuring creatures within and acting as difficult terrain.

Fog. Creatures hiding in a few pockets of fog are lightly obscured.

Moss-covered Tress. These are bent and twisted in ways unusual for their type. Their growth has seemingly been corrupted. A DC 10 Intelligence (Arcana or Nature) check suggests the corruption is likely due to the presence of a green dragon and has accelerated recently.

Tracks. A character may notice the tracks of large four-legged clawed creatures with a DC 10 Wisdom (Survival). A character succeeding at a DC 10 Intelligence (Nature) check identifies the tracks as belonging to some sort of large canine; specifically worgs if the result of the Intelligence (Nature) check is 15 or higher.

ADJUSTING THE ENCOUNTER

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

- **Weak or very weak party:** the worgs are sickly, possessing only 13 hit points each
- **Strong party:** add one worg

DEVELOPMENTS

The characters may decide to set an ambush for the two **worgs**. This tactic gives them advantage on their Dexterity (Stealth) checks to establish surprise. The party could also try other schemes, such as leading the worgs towards the caravan (though this would likely result in the beasts fighting both the party and cultists).

If the characters do not develop a plan, the worgs soon return to the clearing, catch the party's scent, and attempt to attack the characters by surprise (with the normal chance of doing so).

SURPRISE

The DM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise the DM compares the passive Dexterity (Stealth) checks of the hiding party with the passive Wisdom (Perception) checks of the other group. Any character or monster that doesn't notice a threat is surprised at the start of the adventure.

A surprised creature loses their turn during the first round of combat.

CARAVAN ATTACK!

The party reaches the route as the wagons are approaching.

GENERAL FEATURES

Light. The forest is dimly lit.

Fog. Several patches of fog drift about lightly obscuring

any creature that stands within them.

Wagons. The wagons are roughly 10 feet wide by 15 feet long and the sides can be climbed with a DC 5 Strength (Athletics) check. A small creature can move under a wagon without squeezing. Wagon ruts could be considered difficult terrain.

Horses. They appear at first glance to be undead, but still hang on to life. They do not react to combat or tire when hauling cargo.

Forest. Portions of the forest are thick enough that heavily obscure creatures standing within.

Through patches of fog you see a wide path where tree limbs and brambles have been cleared to allow passage. The stillness of the forest is interrupted by a distant creaking sound, slowly approaching.

The creaking sound can be identified as the muffled sounds of cargo-laden wagons. Allow the characters a couple of minutes to formulate a plan. This could include hiding, setting up a crude deadfall or blocking passage, creating a quick disguise, or some other plan.

Two large wagons, loaded with cargo, emerge from the fog. The horses that pull the cargo are unnaturally gaunt, their hide stretched over their skeletal frames. Soldiers ride the wagons, weapons in hand, while a large beastly man follows behind.

Two male **scouts** ride in the forward wagon, while the female **scout** and the male **spy** with a V-shaped scar (Yalek Snurd, a Zhentarm spy) ride the rear wagon. A **half-ogre** is the rear guard; walking alongside the rear wagon and pushing the wagons when necessary. They all wear tabards bearing the symbol of the Cult of the Dragon (a red flame with burning eyes, over the claw of a dragon).

The scene develops depending on how the players' plan. A well-planned ambush could impose disadvantage on Wisdom (Perception) checks that the mercenaries make to detect avoid surprise.

The mercenaries are hired by the Cult of the Dragon (whichever sect that the players chose at the beginning of the track). One mercenary is gullible, but the female is particularly suspicious, having begun to suspect her companion's duplicity.

If combat breaks out the spy attempts to hide, but the female mercenary gives chase. The spy then calls out for help, revealing his identity. If the characters attack him, he surrenders immediately and offers no violence in return.

The half-ogre simply attacks the closest character.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** remove the half-ogre and one scout from the rear wagon
- **Weak party:** remove one scout from the forward wagon and one scout from the rear wagon
- **Strong party:** change one scout in the forward wagon to a spy

DEVELOPMENT

The mercenaries are hired swords, and have no vested interest in keeping the cult's secrets. Should any of them be captured alive, they reveal the following during the course of any interrogation:

- The wagons were raided two days ago. All original merchants and guards were slain.
- The cargo includes valuables, food, and tools (hammers, ropes, wood, nails, oil, etc.) vital to the stronghold.
- The dragon does not live in the stronghold, but does fly to it periodically.
- The new and old factions of the Cult of the Dragon are competing for favor with Claugiyliamatar. They want to recruit her (the old Cult to make her a dracolich, the new Cult as a live ally) but more importantly want an item that she possesses.
- They do not know what the item is.
- One mercenary has a crude map of the stronghold, displaying the location of one of the leaders for this Cult faction. (In the northern part of the stronghold if this is wagon was taken by the new Cult, or in the southern portion for the old Cult.) This is key intelligence—it allows the party to strike at the leader (provided they can get in the stronghold).
- If saved, Yalek Snurd can share the following:
- The item the Cult seeks is a green mask, known as a dragon mask. Garbul, the Hobgoblin Warlord watches over it.
- The warlord has begun to favor the leader of the new Cult of the Dragon faction.
- If the party does not already want to enter the stronghold and strike at the Cult leader, he encourages them to do so.
- Yalek will not accompany them further if asked. He has vital information to relay to his superiors.

SCRYING

Claugiyliamatar is noting any failure by this Cult faction, as well as studying the characters during this encounter.

Once combat and any subsequent interrogations have been resolved, the characters have a chance to notice a

scrying sensor. Any character with a passive Wisdom (Perception) of 15 or higher notices it. Similarly, any character actively searching for the sensor notices it with a successful DC 15 Wisdom (Perception) check.

If any characters are successful they notice a faint shimmering just inside their field of vision. If a character looks in the direction of the sensor:

The shimmering in the air is a translucent, fist-sized orb floating approximately 25 feet above the ground and just as far away. A scant heartbeat after you notice it, it winks out of existence.

Any character who successfully noticed the scrying sensor identifies it as such with a successful DC 15 Intelligence (Arcana) check. If the scrying sensor is described to someone who had not seen it, they may also attempt to identify it, but the Intelligence (Arcana) check to do so is made with disadvantage.

TREASURE

There is a chest on one of the wagons containing 500 silver pieces. Additionally, the characters may take the cultist's tabards. Wearing the tabards will grant them advantage on any Charisma (Deception) checks made to disguise themselves as cultists.

If the characters search the wagon, they find an *amulet of health* in one of the barrels and a *+1 longsword* mixed in with the tools.

FACTION MISSION ACCOMPLISHMENT

Ensuring that Yalek is not slain during the ambush and setting him free to report to the Zhentarim fulfills the requirements of Zhentarim Member Mission 1. If a member of the faction is present at the table, the DM should check off this Member Mission as being complete on the table's Scoring Report. If not member of the faction is present, this box is unchecked.

SHORT REST

Characters may wish to take a short rest after they deal with the caravan.

SELECTING A CHARACTER

The Squad Leader's faction contacts them at this time with the speaking stone. They ask for a report, then share that combining their information with other field reports has allowed them to determine the location of the overarching hobgoblin and Cult leaders, who possess a magic item known as a *Green Dragon Mask*.

They ask the group to decide on one person who could be part of a special squad during the attack on the

stronghold. Ask the players who would be interested in being part of such a table during the final encounter. The encounter will be difficult, with characters expected to 'swap out' at times. From those interested, the table may choose one character for a chance to join the faction champion table. If players can't choose, you may choose or have each interested player roll a d20 to determine the choice. Players can abstain. After all, the party will be down one party member for most or part of the final fight if that person is selected.

Additionally, ensure that any player volunteering for consideration understands that the faction champion table's mission is vastly important and potentially significantly more lethal.

You can then proceed with Part 2 in this same track.

INTERACTIVE ELEMENTS

The DM will update their Interactive report, indicating:

- Which sect of the Cult the characters decided to attack.
- Whether or not the ambush on the caravan was successful.
- If Yalek was saved and released.
- The name, class and faction of the character considered for the faction champion table.

Once done, the Squad Leader will take the corresponding half of the table's interactive report to their section's Captain who in turn relays it to the Commander at HQ who is responsible for the track the table is playing.

PART 2: ENTERING THE STRONGHOLD

Expected Duration: 45 minutes

The characters must devise a way to enter the stronghold. They can safely observe the stronghold's main defenses. The stronghold is the size of a medium village, surrounded by earthen ramparts topped with a wooden palisade, interrupted periodically by guard towers. There is a main gate on the western side.

Posing as the returning mercenaries is an obvious choice. However, other plans are possible. Use the Negotiating the Gate section as inspiration for skill checks and possible outcomes.

ELEMENT FLAG

Before beginning this part, the DM should check to see if a black flag is posted at HQ. If the black flag is posted, the alarm has already been sounded, and all foes are granted a +1 bonus to Initiative, Insight, and Perception checks. The encounters are otherwise unchanged.

NEGOTIATING THE GATE

Adjust the following based on the characters' scheme.

The forest rises over a series of rolling hills before revealing the massive stronghold. Freshly cut logs form a large wooden palisade. Old ruins and massive trees rise beyond the walls, the forest's dark canopy continuing uninterrupted overhead.

A stout gate wide enough for two wagons begins to swing open as you approach. Hobgoblin archers study you from an adjoining tower and catwalks. Hobgoblins exit the tower and await your arrival.

GENERAL FEATURES

Palisade. The logs require a DC 10 Strength (Athletics) check to climb. A creature scaling the logs must either ensure no one is watching with a DC 10 Wisdom (Insight) check, or cause a diversion. Even then, a DC 10 Dexterity (Stealth) check is necessary to avoid being seen.

Tower. The tower connects to the palisade via catwalks, providing cover from anyone outside the stronghold. The tower has windows above the palisade and a stout door at ground level.

Gate. Without a battering ram, the gate can only be opened from within the stronghold. It is currently open.

Guards. Two **hobgoblin** archers watch from above, while a **hobgoblin** and **hobgoblin captain** meet the caravan. One more **hobgoblin** is within the tower and can arrive in one round.

The hobgoblins are expecting the wagon. A successful DC 15 Charisma (Deception) check is sufficient for the guards to admit them through the gate. If the characters are wearing the Cult's tabards they gain advantage on the check. However...

DEVELOPMENT

As the wagon begins to move, the hobgoblin from within the tower calls for the wagon to halt. This hobgoblin has orders to arrest a man with a V-shaped scar (Yalek).

This is meant to be a fun moment of pressure. Allow the party to lie, bully, so sweet talk a way out of the predicament.

If the party successfully gets through the gate or without arousing suspicion, they are told where to park the wagons and allowed to continue.

If the party is unsuccessful, the hobgoblins fight and the alarm is raised. The party likely will have to run, and should be allowed to lose their pursuers after a few successful skill checks and arrow volleys.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** remove the hobgoblin captain
- **Weak party:** remove the hobgoblin that is within the tower
- **Strong party:** add two hobgoblins within the tower

SCRYING

Claugiyliamatar is using a *crystal ball* to watch the characters during this encounter.

Once the encounter has been resolved, the characters have another chance to notice a scrying sensor. Any character with a passive Wisdom (Perception) of 15 or higher notices it. Similarly, any character actively searching for the sensor notices it with a successful DC 15 Wisdom (Perception) check.

If this is the first time that a character is successful in noticing the scrying sensor, read the following:

The shimmering in the air is a translucent, fist-sized orb floating approximately 25 feet above the ground and just as far away. A scant heartbeat after you notice it, it winks out of existence.

Any character who successfully noticed the scrying sensor, identifies it as such with a successful DC 15 Intelligence (Arcana) check. If the scrying sensor is described to someone who had not seen it, they may also attempt to identify it, but the Intelligence (Arcana) check to do so is made with disadvantage.

FACTION MISSION ACCOMPLISHMENT

Successfully getting through the gate without raising suspicion fulfills the requirements of the Lords' Alliance Member Mission 2. If a member of the faction is present at the table, the DM should check off this Member Mission as being complete on the table's Scoring Report. If not member of the faction is present, this box is unchecked.

IMMEDIATE INTERACTIVE ELEMENT

If the players raise the alarm entering the stronghold, the Squad Leader will report the alarm to their Captain along with their table number.

BARRACKS

After the wagons have been parked and as the characters move towards the location of the Cult leader, they see the following.

Much of the stronghold is still under construction. In amongst the massive trees and a few ancient ruins are piles of earth and rubble, partially built dwellings, and diggings for building foundations.

Not far from you and near a small pile of building supplies is a recently completed, large, and windowless building. From the sounds within, it is a barracks, filled with reinforcements.

The party can ignore the hobgoblin barracks, but they can also seize this opportunity. The tools and supplies include rope, chain, oil, and other devices that could be used to close off the building, or even to light it on fire. The wagons could also be used to block the doors.

If the party attempts to seal in the troops, require up to two skill checks to establish success, rewarding the party for good ideas with advantage, bonuses, or fewer checks.

Precisely what abilities and skills may be used are largely at the DM's discretion. For example, Strength (Athletics) may be used to carry something large and heavy over, or even something like proficiency with Vehicles (land) could be used to gauge the best way to block the doors with a wagon or cart to make it difficult to open. The DC for these checks is set at 15, though the DM may set it higher or lower depending on what the player wishes to do, the resources available, and the player's creativity in describing their plan of action.

Setting the barracks on fire is far easier, but raises the alarm.

FACTION MISSION ACCOMPLISHMENT

Successfully barricading the hobgoblins within the barracks while not setting the building on fire fulfills the requirements of the Emerald Enclave Member Mission 2. If a member of the faction is present at the table, the DM should check off this Member Mission as being complete on the table's Scoring Report. If not member of the faction is present, this box is unchecked.

IMMEDIATE INTERACTIVE ELEMENT

Similarly, if the players resort to burning the barracks down, this will instead be reported to their Captain along with the table number.

TIME CONSTRAINTS

Time will be called 45 minutes into Part 2. If the party has not completed this part of the adventure, the encounter stops immediately upon time being called.

Alternatively, if a squad has finished with Part 2 and has sufficient time to spare, the DM and Captains should encourage that they split up and ask other squads if they need help to finish their encounter in time.

Once Part 2 has concluded, there will be a brief (10-15 minute) interlude while the interactive reports are turned in and counted for Part 3.

DELAYED INTERACTIVE ELEMENTS

The DM will update their Interactive report, indicating:

- Whether or not the characters avoided confrontation at the gate.
- If the characters successfully barricaded the hobgoblins inside barracks.
- Whether or not the characters burned down the barracks.

Once done, the Squad Leader will take the corresponding half of the table's interactive report to their section's Captain who in turn relays it to the Commander at HQ who is responsible for the track the table is playing.

During the interlude, the Commanders determine which characters will be called to the faction champion table. Captains will notify the DMs of that character's table who, in turn, notify the player of the character to report to the faction champion table. Players selected to have their characters at the faction champion table must be seated and ready when Part 3 begins!

PART 3: THE FINAL BATTLE

Expected Duration: 40 minutes

The adventurers reach the location of the Cult faction's leader, just as he or she is establishing an alliance with a hobgoblin captain. Be sure to adjust the foes mentioned in the read-aloud text to account for the party's strength.

A maze of recently built dwellings occupies this part of the stronghold. While you search for the Cult's leader you hear the sounds of battle. Far in the distance, you see heroes battling a Thayan necromancer, who summons the dead to do battle. Near the walls you can see adventurers advancing across rope bridges, trying to reach a siege weapon.

Just when finding the Cult's leader seems hopeless, you enter a large tree-lined square. A guard tower rises from the center of the square. Four rope bridges weave between the trees, joining the second story of the tower to the upper level of buildings ringing the square. Stairs next to the tower also lead up to the rope bridges.

Just outside the tower stands a human wearing the tabard of the Cult of the Dragon, shaking hands with an enormous hobgoblin. These must be the leaders you seek! Three cultists stand near them, while two hobgoblins watch from the rope bridges above. One of the hobgoblins points towards you and roars a warning. Cultists and hobgoblins turn towards you, drawing weapons!

ELEMENT FLAGS

At the start of each round the DM should check for flags. Describe these effects visually, such as from a battle occurring in the distance.

- **Black Flag.** The alarm was raised. Foes gain a +1 bonus to Initiative, Insight, and Perception checks.
- **Red Flag.** Thayan necromancers are still alive. At the start of each round one defeated foe rises as a zombie. If this flag is not present, characters gain a morale boost: each character may spend a Hit Die to regain hit points (no action) once at any point during the final encounter.
- **Yellow Flag.** Hobgoblin archers still man the walls. At the start of each round the DM makes one ranged weapon attack against one character: +3 to hit, one target. Hit: 3 (1d6) piercing damage.
- **Blue Flag.** Other key leaders of the Cult and hobgoblins have been defeated. All foes suffer a -1 penalty to attack rolls.
- **White Flag.** When the dragon appears at this table, an elven ghost appears at this table, dressed in ancient armor. One time, at the party's request, the ghost intercepts a dragon's attack (including its breath weapon) and is destroyed by the attack – preventing all harm to the party.
- **Green Flag.** The horn never sounded. The dragon may not attack a table during the first round of initiative.
- **Purple Flag.** The fey bargain was accepted. See the Running the Dragon end notes.

GENERAL FEATURES

Characters start at the area labeled X on the map.

Buildings are 20 feet tall, ringing a 50-foot-wide, tree-filled square. Outer doors are locked on a roll of a 1 on a d6 and require a successful DC 10 Dexterity check to unlock. The door to the tower is unlocked. Buildings have shuttered windows, which can be forced open from the outside with a DC 10 Strength (Athletics) check. Once inside, it takes one round to reach the second floor. Climbing the outside of a building requires DC 10 Strength (Athletics) check.

Rope Bridges are 15 feet above the ground and connect four buildings to the tower. Throwing and securing a rope from below to one of the many handholds on a rope bridge requires a DC 10 Dexterity (Acrobatics) or Strength (Athletics). A rope bridge frays and collapses if it takes 10 points of damage or 5 points of fire damage.

Any character on it must succeed at a DC 10 Dexterity saving throw or fall to the ground below. If successful, however, the character is able to grab the bridge as it falls and use it like a ladder to climb up. To determine which side of the bridge the character grabs, roll a d20 or ask the character to do so. If the result is 11 or higher, the character is able to grab the far side of the bridge. If the result is 10 or lower, the character grabs the closer end of the bridge. Climbing up either side requires no check.

Ladders outside the tower lead up to the rope bridges. Climbing a ladder requires a successful DC 5 Strength (Athletics) check.

Trees are 45 feet tall and require a DC 10 Strength (Athletics) check to climb. Several trees have branches reaching out over rope bridges.

FOES AND TACTICS

Reflecting their new alliance, the **hobgoblin captain (HC)** and **cult fanatic (F)** work together, focusing on the strongest melee combatant. They both discuss their new alliance and encourage one another. A clever party could use deception to force the two to work independently. The Cult Fanatic is male if this is the Old Cult, female if this is the New Cult.

The three **cultists (C)** spread out, attacking different party members.

The two **hobgoblins (H)** target spellcasters with their ranged weapons, firing from the rope bridges.

All of the hobgoblins wear necklaces of the severed humanoid fingers of previously defeated foes.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** remove one cultist and one hobgoblin; remove the reinforcements
- **Weak party:** remove the reinforcements
- **Strong party:** add one cultist reinforcement and one hobgoblin reinforcement

REINFORCEMENTS

Start of Round 2: Two cultists emerge from the tower.

Start of Round 3: One **hobgoblin** emerges from the tower's second story. It can join the combat sooner if the party needs a challenge.

VICTORY CONDITIONS

The party achieves victory when both the hobgoblin captain and cult fanatic have been defeated.

IMMEDIATE INTERACTIVE ELEMENTS

The Squad Leader will inform their Captain when *either* the hobgoblin captain or cult fanatic have been defeated.

TREASURE

The hobgoblin captain carries a pouch with 100 gp, and the cult fanatic wears a gold amulet with a five-headed gem-studded dragon on it, worth 300 gp.

The cult leader carries a scroll tube with two pieces of parchment. One is a crude map of the Moonsea region. The city of Phlan is circled in red, with a note: "Pool of

Radiance!”

The second parchment is a letter directing the leader to do all they can to create an alliance with Claugiyliamatar and gain from her the *Green Dragon Mask*. The letter is signed “Neronvain, The Green Dragon Whisperer.”

INTERACTIVE ELEMENTS

The Squad Leader will turn the table’s Scoring Report to their Captain. The Captain in turn will tally the total faction scores for all of the tables in his section and turn their own report in to the Commanders. The Commanders will then add the scores for each section to reach an overall score for each faction.

CONCLUSION

Expected Duration: 10 minutes

At the end of the adventure, the HQ area will tally up the results and give out the report on the success of the factions’ mission. Additional information will be revealed after the event, as stated in Adventure Results.

After the results have been given for the event, feel free to finish up by rewarding the characters at the table.

In addition to other rewards, the factions pay the characters a total of

FACTION CHAMPION

If you had a character that went onto the faction champion mission, make sure that player is contacted to receive rewards for his or her character from when he or she played at your table.

INTERACTIVE ELEMENT

At the end of the adventure, each Captain will tally the points of their tables’ Score Reports and come up with a total score for the tables that they represent. These scores will then be reported to the Commanders who will then determine which faction has the most points. The winning faction captures the *Green Dragon Mask* at the end of the battle.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Cultist	25
Cult fanatic	450
Fighting Claugiyliamatar	200
Half-ogre	100
Hobgoblin	100
Hobgoblin captain	700
Scout	100
Spy	200
Worg	100

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Protecting Yalek and setting him free	100
Barricading the hobgoblins	150
Rescuing all the prisoners	50

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 **750 experience points**.

TREASURE

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

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

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

TREASURE AWARDS

Item Name	GP Value
Silver from caravan chest	50
Hobgoblin captain’s pouch	100
Gold five-headed dragon amulet	1,000

AMULET OF HEALTH

This amulet is made of gold, with a large ruby inset in it. While wearing it, your Constitution score is 19. A full description of this item can be found in the basic rules or the *Dungeon Master’s Guide*.

+1 LONGSWORD

This elegant blade gleams as though newly forged, never accumulating dirt or grime. You gain a +1 bonus to attack and damage rolls when wielding it. A full description of this item can be found in the basic rules or the *Dungeon Master's Guide*.

PERMANENT MAGIC ITEM DISTRIBUTION

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

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

RENOWN

All faction members earn **two renown points** for participating in this critical event.

If a faction member completed a member mission, award that character one additional renown point.

DOWNTIME

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

DM REWARDS

You receive **300 XP** and **ten downtime days** for running this session.

APPENDIX TRACK 1: MONSTER/NPC STATISTICS

CULTIST

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

CULT FANATIC

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

HALF-OGRE

Large giant, any chaotic alignment

Armor Class 12 (hide armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant

Challenge 1 (200 XP)

ACTIONS

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

HOBGOBLIN

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

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

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

HOBGOBLIN CAPTAIN

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

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

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

WORG

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

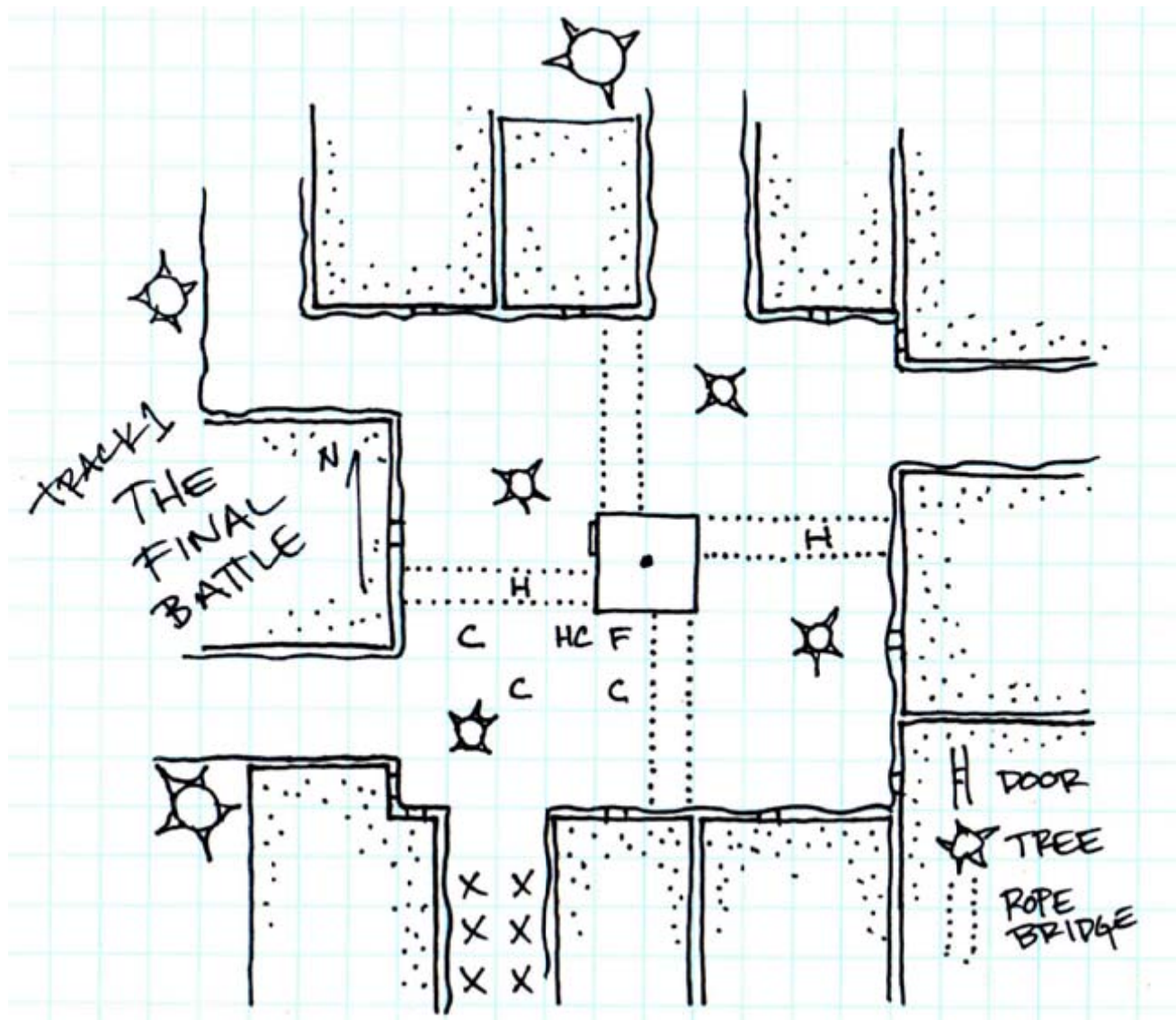
Challenge 1/2 (100 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

APPENDIX TRACK 1: MAPS



TRACK 2: PREVENT AN ALLIANCE WITH THE DARK FEY (FEY TRACK)

PART 1: SCOUTING

Expected Duration: 60 minutes

The player characters follow the route provided by their faction's leadership to reach the shadowy glade of King Witchthorn. They must prevent an alliance between the dark fey and the Zartruss hobgoblins.

CORRUPTED FEY

The party comes upon the hobgoblin emissaries.

You follow the route provided in your orders and every hour that passes takes you deeper into the gloom of Kryptgarden Forest and closer to King Witchthorn's court. The further you go, the thicker and closer together the trees grow and soon a fog hangs in the air, tinged with the acrid smell of poison. A breeze weaves through the trees, becoming colder and more haunting as you travel.

The body of a hobgoblin lies bloody and unmoving, face down in the center of the path before you. Off to the side is half of a stone archway, choked in vines. On the other side of the ridge something is crashing through the forest, running away.

The party may investigate the body, pursue those running away, or set an ambush. Modify the information provided depending on their actions. The fey will hunt the remaining hobgoblins before returning to loot this body.

GENERAL FEATURES

Light. The forest is dimly lit.

Fog. Several patches of fog lightly obscure any creature within.

Body. The hobgoblin's skin and clothing are dyed green. He bears bludgeoning and piercing wounds, as well as two arrows in his back. A successful DC 10 Wisdom (Medicine) check reveals the non-arrow wounds to have been inflicted by blunt trauma and blades. The hobgoblin has a purse containing 12 gp.

The hobgoblin also wears a necklace of severed fingers around its neck. A character succeeding on a DC 10 Intelligence (History) check, a character recalls that the hobgoblins of the Zartruss clan wear a necklace of

severed fingers. The hobgoblins believe that by collecting the fingers of defeated foes, they bind their enemies' souls into servitude in the afterlife.

Stone Archway. Any character may attempt a DC 15 Intelligence (History) check to identify this as the remains of an ancient gateway, belonging to the elven kingdoms of Illefarn or Rilithar. While it does not radiate magic, a successful DC 15 Intelligence (Arcana) check reveals runes commonly associated with teleportation magic. While it may have been possessive of power in the past, it is no longer functional and cannot be repaired.

Forest. Several portions of the forest heavily obscure creatures within and is difficult terrain. Trees can be climbed with a DC 10 Strength (Athletics) check, but do not offer better visibility.

DEVELOPMENTS

Characters pursuing the sounds over the ridge will find two **hobgoblins** engaged in a running battle with three **satyrs**.

Neither side will attack the characters unless attacked by them. The hobgoblins may even call for help as their chances dwindle. If not aided, the hobgoblins are soon defeated. The fey then approach the characters.

The satyrs look exceedingly gaunt, their faces showing green growths and boils that make them look as if they have been poisoned or burned with acid. Green moss grows amidst the short hairs on their bodies. A successful DC 15 Intelligence (Arcana or Nature) check can reveal they have been corrupted by the presence of great evil – perhaps due to the dragon growing in power.

Unless the characters are especially convincing, the fey will toy with them briefly—insulting and belittling them—before attacking the characters in a murderous rage. If asked to be taken to King Witchthorn they state they are no longer subject to him and serve Claugiyliamatar. However, they could be talked into taking the characters if presented with a benefit such as treasure or a promise that the king could remove the sickness that has befallen them.

If the party decides to rescue the hobgoblins, they share that they have no love for Claugiyliamatar, only fear. She has commanded them to create this alliance with King Witchthorn, with whom she has worked in the past. They leave the forest if allowed to live.

ADJUSTING THE ENCOUNTER

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

- **Very weak or weak party:** remove one hobgoblin and one satyr
- **Strong party:** add one satyr

TREASURE

Each hobgoblin carries 12 gp. The fey each have a small polished bit of jade worth 40 gp.

FEY CROSSING

The characters chance upon a fey sign, though they may not recognize its power initially.

You travel through a series of valleys, each one taking you further downward, impossibly so.

As you travel around a ridge the path ends suddenly at a wooden post with two signs. One of the signs has been carved to read “Princess Ishaldra,” and points to the new path. The other sign is featureless.

If accompanied by the satyrs, they agree that Princess Ishaldra is a beautiful fey and was once a consort to King Witchthorn. Characters may also know this with a successful DC 15 Intelligence (History) check.

A successful DC 15 Intelligence (Arcana or Nature) check can confirm that King Witchthorn’s realm is magical in nature. The unnaturally descending valleys may indicate his realm is close. The entire area radiates faint magic.

The wooden sign post is a fey travel device. Due to their corruption, the fey of the forest (the satyrs, included) are unable to use the sign. To reach the shady glade of King Witchthorn, a mortal must write their destination (Shady Glade, the King’s name, or something similar). The path will then appear magically. The signpost radiates powerful conjuration magic.

If present, the satyrs suggest that visiting the Princess is an “amazingly great idea!” They do so knowing full well what the characters have in store for them.

If the party travels directly to the King, go directly to Audience in Shady Glade.

CORRUPTED PRINCESS

Princess Ishaldra was once a kind and beautiful fey. She was King Witchthorn’s consort when he was a prince, and both Ishaldra and the treant she is bound to provided counsel to the King; balancing and tempering his evil aspects. She grew distant as the forest changed and has recently become corrupted by the dragon’s growing

power.

The path winds into a small, tree-lined clearing, but it looks like something from a nightmare. A sickly-green, foul-smelling brook borders one side of the clearing, and trickles through a broken dam to flow over several trees, all of them dead, save one. The once-mighty oak tree still lives, though its branches are bent and gnarled by thorny vines growing out of the foul waters; their thorns digging into the tree’s bark.

The same vines bind a fey creature to the tree. She thrashes against the thorny vines that bind her and gag her as thick, black liquid streams from her eyes.

Princess Ishaldra is a dryad. She and her treant have become corrupted by the poisonous waters.

FOES AND TACTICS

The **treant**, having lost all reason, sees any living thing as a threat to it and its dryad. It will attack when characters approach. Due to its corruption, the treant has **half its hit points** (69) and cannot use its *multiattack* or its *animate tree* ability. Additionally, it attacks with disadvantage and with a -4 penalty.

The treant is obviously suffering the effects of the corruption. Observant characters can be rewarded with the following pieces of information.

- The water from the brook flows close to its roots, but not as close as to that of the dead trees around it.
- The vines that have wound themselves around the tree are green and brown with sharp, purple leaves. Thorns dig into and scrape against the treant’s bark, and appear to be quite painful.
- Small creatures can be seen in the treant’s upper limbs pulling out leaves and gnawing on branches. A successful DC 15 Intelligence (Nature) check reveals these creatures to be **twig blights**.

The **dryad** is bound tightly to the tree and is able only to use its *fey charm* ability, which it uses on a strong party member to direct the charmed creature away from combat and to the edge of the brook (though it may not be obvious, she is attempting to ask the character to stop the brook from overflowing). Princess Ishaldra still benefits from *magic resistance* and can still *speak with beasts and plants* if a party member has that capability.

Just like her tree, the corruption affecting the dryad is also readily apparent, though it is important to note that she is still in possession of her mental faculties—she is simply unable to speak or move to directly assist the characters. Observant characters can be rewarded with

the following pieces of information.

- The same vines that dig and twist into the treant have also lashed the dryad to its trunk, rendering her immobile though she continues to thrash and pull against them.
- Boils and weeping sores have erupted from the flesh that the thorns dig into.
- Thick, black tears fill the dryad's eyes and stream down her face. A character succeeding at a DC 10 Intelligence (Nature) check identifies this substance to be some sort of sap.
- The tears and the vines prevent the dryad from being able to speak in anything other than gurgling gasps and groans. However, any character with a passive Wisdom (Perception) of 15 is able to glean the word "water" from her tortured vocalizations.

If the satyrs are present, they do not participate other than to cheer on the corrupted princess. ("No hard feelings; she's one of us now!")

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** the treant has 30 hit points and cannot use its Rock action option
- **Weak party:** the treant cannot use its Rock action option
- **Strong party:** the treant has full hit points

SCRYING ATTEMPT

Claugiyliamatar is using a *crystal ball* to watch the characters during this encounter.

During the encounter, the characters have a chance to notice a scrying sensor. Any character with a passive Wisdom (Perception) of 15 or higher notices it. Similarly, any character actively searching for the sensor notices it with a successful DC 15 Wisdom (Perception) check.

If this is the first time that a character is successful in noticing the scrying sensor, read the following:

The shimmering in the air is a translucent, fist-sized orb floating approximately 25 feet above the ground and just as far away. A scant heartbeat after you notice it, it winks out of existence.

Any character who successfully noticed the scrying sensor, identifies it as such on a successful DC 15 Intelligence (Arcana) check. If the scrying sensor is described to someone who had not seen it, they may also attempt to identify it, but the Intelligence (Arcana) check to do so is made with disadvantage.

REMOVING THE CORRUPTION

The corruption is obvious. A successful DC 10 Intelligence (Arcana or Nature) or Wisdom (Survival) check identifies the water as the primary source of the corruption. A 15 or better on this check can provide additional information related to the actions below.

Removing the corruption sufficiently for the treant and dryad to come to their senses requires **three** successful actions. Each creature attacks until the party successfully completes three different actions or until they are slain.

- **Restoring the flow of the brook (2 successes):** Logs have dammed the brook, causing the waters to spill over the side. A character entering the poisonous waters takes 3 (1d6) points of poison damage each round. Freeing the log jam requires two successful DC 12 Strength (Athletics) checks. Players may also come up with other options for the brook, such as diverting the waters away from the treant or by using a spells such as purify food and drink.
- **Freeing the treant (1 success):** The thorny vines influencing the treant can be removed with a successful DC 15 Strength (Athletics) check. When the vines are removed, four **twig blights** drop down from the treant's branches and fight the party. This does not occur if the characters killed the twig blights in the treant's branches, as detailed below. If the dryad is still bound to the treant when the treant is freed, it will hold still.
- **Healing the dryad (1 success):** The dryad's corruption is cured if she is target by spells such as *cure wounds*, *healing word*, *lesser restoration*, *protection from poison*, *remove curse*, or the like. Though it will not remove the taint of corruption, the dryad can be freed from the treant by removing the vines as described in "freeing the treant," above. If the treant has not been cured of the corruption, all of these checks are made with disadvantage due to the treant's thrashing. Once cured, the dryad's eyes clear and she is able to pry the vines clear from her mouth so she can speak and aid the party. If the treant is still alive and not yet freed from the corruption, she will ask the characters not to harm it further and suggests how to free it. This will grant advantage on checks made to remove the vines if they do not have it already.
- **Killing the twig blights (1 success).** Though the twig blights are in the higher branches of the treant, the characters can attack them with ranged attacks. Should the characters do so, four of them drop down and attack the party.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** remove two twig blights
- **Weak party:** remove one twig blight
- **Strong party:** add two twig blights

DEVELOPMENT

The course of the encounter's development depends largely on the actions of the characters.

Treant Slain. If the dryad has been freed from the corruption, she lets out a mournful cry and attacks the characters. If she is still under the influence the corruption, she makes her attacks with advantage. She fights to the death and will not flee. If she is still lashed to the treant when this happens she wails and growls pitifully and uses her *fey charm* ability against a character and asks them to free her from her bonds. Once free, she attacks as above.

Dryad Slain. If the treant has been freed from the corruption, it mourns the dryad, but will not attack the characters. The treant suggests that the party take the Princess Ishaldra to King Witchthorn, saying "King Witchthorn will wish to know of his consort's death. Write his name upon the sign, and show him first-hand what is poisoning his realm." If the corruption still has a hold on the treant, it will continue fighting; still limited to its actions as detailed in Foes and Tactics, above.

Treant and Dryad Both Slain. The dryad remains alive for a few moments after combat ends. Though she is saddened by the loss of her treant and her looming death, she thanks the characters for freeing them from the corruption and begs them to warn King Witchthorn. With her dying breath she says "Write my king's name on the sign, and the forest will guide you to him." She dies shortly thereafter.

Treant and Dryad both Alive, Freed From Corruption. If the corruption is lifted from both the treant and the dryad, they are both grateful and apologetic. She casts *goodberry* for the party and offers to accompany them to King Witchthorn. She also gives the characters her treasure, detailed below.

If characters mention the coming battle, they will excitedly agree to offer their services, exclaiming that "nothing breaks down a keep's gates like a treant!"

TREASURE

The dryad wears a magical *amulet of health* around her neck. This is gifted to the characters if they free the dryad and the treant from their corruption or may be looted from her body if the dryad is slain.

FACTION MISSION ACCOMPLISHMENT

Freeing both the dryad and the treant from the corruption that has plagued them fulfills the requirements of the Emerald Enclave Member Mission 1. If a member of the faction is present at the table, the DM should check off this Member Mission as being complete on the table's Scoring Report. If not member of the faction is present, this box is unchecked.

AUDIENCE IN SHADY GLADE

The characters may proceed once they learn to use the signpost.

As soon as you write your destination on the sign, it spins around the post several times before finally coming to a stop. In the direction it points the gloom gathers, creating a black pathway leading deep into the darkest valley you've yet seen. Small motes of purple-black light fade in and out along the path's edges, only barely allowing you to discern the path from the dark surroundings.

Once the party travels down the path, continue.

Purple motes float in and around black twisted trees, and the cold whispering wind chills you to the bone as you find yourself in King Witchthorn's glade.

Hundreds of unseeleie fey creatures of all kinds and sizes, looking upon you with great interest. Sitting upon a throne carved from bone and polished wood is a slender man, twice the height of any mortal. His torso is bare, and thorny spikes protrude from his shoulders and arms. Only a loose wrap of moss covers his lower half, which ends in shadow. His dark and sinister face is devilishly attractive, framed by a mane of green leaves from which curl two large and bestial horns like those of an ancient ram.

King Witchthorn lets the characters speak, enjoying watching them squirm and attempt to please him. When he speaks his voice is strong, seductive, and cunning. The following can help guide the conversation.

- He is initially dismissive and offended. "For what do I own this intrusion? I do not recall offering any gift of passage..."
- He cares little for their accomplishments. "Mortals care so very much for the small deeds they accomplish during their short lives."
- He will keep them interested, however, making amends when necessary. "Come now, do you give up so easily when you want something? Where is your

passion?”

- He takes interest in the satyrs and any discussion of corruption. “I know of the blight upon my lands and I despise it!”
- He cannot contain his emotion at any talk of the dryad. If she has been killed, he weeps for her. “My princess, would that we could have been.” If she lives, he is conciliatory. “My love, I have missed you as moss needs the gentle rain.”
- Questions about negotiations with the Zartruss hobgoblins or dragon gain his attention. “I may have aided her once, yes, but she has now crossed me too many times! She corrupts my glade, my forest!”

Once the main topics have been covered, King Witchthorn offers his bargain.

“You have done well to come to me, for I can give you the gift of my assistance. Claugiyliamatar is stronger than you can possibly imagine. Her poisonous breath will melt your flesh, her claws rend your bones. If you had an army in the thousands she would still feast upon you all.

“I can shield you and your allies from her attacks. I can tell you why the Cult of the Dragon is here. And, I can give you a way into the stronghold. All I require is a gift in return. I will need a pledge from one of you. You will be oath bound, that I may call upon you at a later time of my choosing.”

King Witchthorn will not disclose further details of the oath. Any fey that accompany the characters agree to his assessment of Claugiyliamatar’s strength. Many mortals have accepted his oath bond in the past, and he does not always call upon a bound mortal. Some mortals benefit, though there are also many tragic tales.

DECLINING THE OFFER

King Witchthorn offers to show them a vision. If they accept, he reaches out to their minds, sharing memories of Claugiyliamatar destroying House Brokengulf’s holdings, laying waste to a small kingdom, and tearing apart an army of orcs. He makes his offer one final time. If they do not accept he still allows them to use the portal.

ACCEPTING THE OFFER

Pleased, he takes the character’s oath. **The player should note his or her character has sworn an oath to King Witchthorn on his or her logsheet.** The King promises them to shield them in battle and offers them access to a portal.

In addition, he shares the following:

- The Zartruss hobgoblins are deadly archers. Worse

still, they also possess a siege weapon. Destroying or controlling the siege weapon will key to the battle’s outcome.

- The portal will take them into an ancient tower. They must ascend to reach the battlements and engage the hobgoblins.
- The Cult of the Dragon threatens Kryptgarden, the Moonsea, and the entirety of the Realms. The Cult has come to Kryptgarden for an artifact: a powerful mask upon which their plans depend. It is held by Garbul, the Hobgoblin Warlord, though both Alandra (leader of the new Cult faction) and Thalder (leader of the old Cult faction) negotiate for it.
- Claugiyliamatar does not live in the stronghold, but can fly to it quickly if it is attacked.

COMING UP WITH THEIR OWN OFFER

King Witchthorn is an ancient and powerful fey lord. However, if there is one thing he has learned it is that mortals are foolhardy and prone to acts of idiocy. Any character foolish enough to offer a threat or insinuation of violence against King Witchthorn should be reminded that he is present amongst a vast fey court. Hundreds of unseelie fey surround the party and would likely take an assault upon their King unkindly.

If, after this reminder, a character still wishes to be rude to their host, King Witchthorn, responds with a casual wave of his hand. The offending guest falls into a deep sleep, awakening only after he has left the King’s realm.

FACTION MISSION ACCOMPLISHMENT

Swearing the oath to King Witchthorn fulfills the requirements of the Harper Member Mission 2. If a member of the faction is present at the table, the DM should check off this Member Mission as being complete on the table’s Scoring Report. If not member of the faction is present, this box is unchecked.

SHORT REST

Characters may wish to take a short rest after they deal with King Witchthorn.

SELECTING A CHARACTER

The Squad Leader’s faction contacts them at this time with the *speaking stone*. They ask for a report, then share that combining their information with other field reports has allowed them to determine the location of the overarching hobgoblin and Cult leaders, who possess an artifact known as a dragon mask.

They ask the group to decide on one person who could

be part of a special squad during the attack on the stronghold. Ask the players who would be interested in being part of such a table during the final encounter. The encounter will be difficult, with characters expected to ‘swap out’ at times. From those interested, the table may choose one character for a chance to join the faction champion table. If players can’t choose, you may choose or have each interested player roll a d20 to determine the choice. Players can abstain. After all, the party will be down one party member for most or part of the final fight if that person is selected.

Additionally, ensure that any player volunteering for consideration understands that the special table’s mission is vastly important and potentially significantly more lethal.

You can then proceed with Part 2 in this same track.

INTERACTIVE REPORT

The DM will update their Interactive report, indicating:

- Whether the dryad and/or the treant were saved and the corruption lifted.
- If the players convinced the dryad and treant to attack the stronghold.
- The success or failure of the negotiation with King Witchthorn.
- The character name, player name, and faction of any who accepted King Witchthorn’s offer.
- The name, class and faction of the character considered for the faction champion table.

Once done, the Squad Leader will take the corresponding half of the table’s interactive report to their section’s Captain who in turn relays it to the Commander at HQ who is responsible for the track the table is playing.

PART 2: ENTERING THE STRONGHOLD

Expected Duration: 45 minutes

Characters enter the portal and ascend an ancient tower within the stronghold to reach the battlements.

King Witchthorn’s portal is a pool of silvery liquid, as if it reflected the light of a full moon. As you step into it you do not feel wet. Instead, you feel something pull you down under the surface.

You emerge from the surface of a mirror lying upon the ground of a forty foot wide cylindrical tower. Stairs wind upwards along the wall, but seem to end in rubble more than one hundred feet above.

ELEMENT FLAG

Before beginning this part, the DM should check to see if a black flag is posted at HQ. If the black flag is posted, the alarm has already been sounded, and all foes are granted a +1 bonus to Initiative, Insight, and Perception checks. The encounters are otherwise unchanged.

TREASURE ROOM

As the characters begin ascending the stairs, they reach several landings. The stairs continue past the third landing, but there is also a locked door. The door may be unlocked with a successful DC 10 Dexterity check or bashed open with a successful DC 10 Strength (Athletics) opens the door.

A small sitting room is revealed, the furniture within thick with dust. Resting upon a small table in the center of the room is a sword. At the far end of the circular chamber, thirty feet away, sits a long wooden chest on the far side of an intricately-woven rug.

The rug is a **rug of smothering**, and the sword on the table is a **mimic**. The long chest is real and contains treasure. The rug attacks when trod upon and the mimic attacks if picked up. If the rug attacks first, the sword (mimic) upon the table is flung into the air during the attack, landing upon the floor. Any character with a passive Wisdom (Perception) score of 15 or greater notices it does not make a metal clang when it lands.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** remove the mimic
- **Weak party:** change the mimic to a flying sword
- **Strong party:** add two flying swords hanging from the wall

SCRYING ATTEMPT

Claugiyliamatar is using a *crystal ball* to watch the characters during this encounter.

During the encounter, the characters have a chance to notice a scrying sensor. Any character with a passive Wisdom (Perception) of 15 or higher notices it. Similarly, any character actively searching for the sensor notices it with a successful DC 15 Wisdom (Perception) check.

If this is the first time that a character is successful in noticing the scrying sensor, read the following:

The shimmering in the air is a translucent, fist-sized orb floating approximately 25 feet above the ground and just as far away. A scant heartbeat after you notice it, it winks out of existence.

Any character who successfully noticed the scrying sensor, identifies it as such on a successful DC 15 Intelligence (Arcana) check. If the scrying sensor is described to someone who had not seen it, they may also attempt to identify it, but the Intelligence (Arcana) check to do so is made with disadvantage.

TREASURE

The wooden chest contains 800 electrum pieces (ep), a lustrous black pearl (worth 500 gp), and an elegant *+1 longsword*.

LONE GUARDSMAN

After the next landing the characters reach a place where part of the tower collapsed. However, there is a small opening visible through the rubble. Climbing requires one character to succeed at a DC 10 Strength (Athletics) check. Failure results in a 10' fall. Once a character succeeds they may lower a rope for others.

Upon emerging from the rubble they see the following:

The stairs resume upwards, pausing at a landing ten feet above before continuing twenty feet higher to a walkway at the top of the tower. Light enters from an open doorway, presumably leading to the battlements.

A single hobgoblin guard leans back in a chair beside the doorway, his back to the staircase. Next to the hobgoblin is large horn, supported on a rack of carved and polished bone reinforced with bands of steel. The surface of the horn is carved with images of dragons in flight.

The characters may approach the **hobgoblin** with a successful DC 10 Dexterity (Stealth) check. They may also use other techniques, such as spells, parley, or a distraction. When combat breaks out, the hobgoblin loses his balance and the chair falls backwards. Because of this, the hobgoblin's initiative roll is made with disadvantage.

However, the approach is not safe. A character approaching the landing notes that it appears to be wet. This is actually a **gray ooze**, and any character succeeding at a DC 15 Intelligence (Nature) check recognizes it as such. It will attack any creature that approaches. Sounds of combat with the ooze alerts the hobgoblin.

ADJUSTING THE ENCOUNTER

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

- **Strong party:** the gray ooze has 33 hit points

Horn. The horn is large and the hobgoblin must use an action to lift it from the stand. Sounding the horn is a separate action. **A long deep sound emanates and has implications for when the dragon arrives in Part 3.** The horn has an AC of 12 and 20 hit points. It is resistant to ranged weapon attacks and is vulnerable to bludgeoning weapon attacks.

IMMEDIATE INTERACTIVE ELEMENT

If the horn is blown, the Squad Leader should report this to their Captain. This is used by the Commanders to determine the arrival of the dragon.

FACTION MISSION ACCOMPLISHMENT

Killing the hobgoblin before he sounds the horn or destroying the horn before the hobgoblin can sound it fulfills the requirements of Order of the Gauntlet Member Mission 1. If a member of the faction is present at the table, the DM should check off this Member Mission as being complete on the table's Scoring Report. If not member of the faction is present, this box is unchecked.

TIME CONSTRAINTS

Time will be called 45 minutes into Part 2. If the party has not completed this part of the adventure, the encounter stops immediately upon time being called.

Alternatively, if a squad has finished with Part 2 and has sufficient time to spare, the DM and Captains should encourage that they split up and ask other squads if they need help to finish their encounter in time.

Once Part 2 has concluded, there will be a brief (10-15 minute) interlude while the interactive reports are turned in and counted for Part 3.

DELAYED INTERACTIVE ELEMENTS

The DM will update their Interactive report, indicating whether or not the characters prevented the hobgoblin from sounding the horn and raising the alarm.

Once done, the Squad Leader will take the corresponding half of the table's interactive report to their section's Captain who in turn relays it to the Commander at HQ who is responsible for the track the table is playing.

During the interlude, the Commanders determine which players will be called to play at the special table. Captains will notify the DMs of that player's table who, in turn, notify the player to report to the faction champion table (if they still wish to.) Players wishing to play at the faction champion table must be seated and ready when Part 3 begins!

PART 3: THE FINAL BATTLE

Expected Duration: 40 minutes

The adventurers finally reach the battlements. As King Witchthorn promised, the siege weapon is nearby.

You emerge from the old stone tower onto a newly constructed wooden platform. The stronghold stretches out before you, towering trees growing amongst the stronghold's partially constructed buildings to create an uninterrupted dark green canopy overhead.

You can hear the sounds of battle. Near the stronghold's gates you see a square where heroes battle the cultists and a massive hobgoblin. Through the trees high up on a hill you see heroes battling a Thayan necromancer, surrounded by undead.

However, you have your own worries.

Straight across and 50 feet away is the stronghold's palisade and its battlements. Three rope bridges sway in the wind, connecting this platform to points 15 feet apart on the battlements. The central bridge is the closest to a large siege weapon manned by several hobgoblins. The weapon seems to fire a flight of arrows all at once in a narrow arc.

Hobgoblins are stationed near the connection points for the right and left-most bridges. The central bridge is currently unguarded.

ELEMENT FLAGS

At the start of each round the DM should check for flags. Describe these effects visually, such as from a battle occurring in the distance.

- **Black Flag.** The alarm was raised. Foes gain a +1 bonus to Initiative, Insight, and Perception checks.
- **Red Flag.** Thayan necromancers are still alive. At the start of each round one defeated foe rises as a zombie. If this flag is not present, characters gain a morale boost: each character may spend a Hit Die to regain hit points (no action) once at any point during the final encounter.
- **Yellow Flag.** Hobgoblin archers still man the walls. At the start of each round the DM makes one ranged weapon attack against one character: +3 to hit, one target. Hit: 3 (1d6) piercing damage.
- **Blue Flag.** Other key leaders of the Cult and hobgoblins have been defeated. All foes suffer a -1 penalty to attack rolls.
- **White Flag.** When the dragon appears at this table, an elven ghost appears at this table, dressed in ancient armor. One time, at the party's request, the ghost intercepts a dragon's attack (including its breath weapon) and is destroyed by the attack – preventing all harm to the party.
- **Green Flag.** The horn never sounded. The dragon may not attack a table during the first round of initiative.
- **Purple Flag.** The fey bargain was accepted. See the Running the Dragon end notes.

GENERAL FEATURES

Characters start at the area labeled X on the map.

Rope Bridges are 30 feet above the ground and connect the tower's platform, where the party begins, to the battlements. See trap, below. The rope bridges are considered difficult terrain unless a character succeeds at a DC 10 Dexterity (Acrobatics) check. Enemies do not need to make this check. The bridge has an AC of 10 and 10 hit points. It is resistant to piercing and bludgeoning damage but is vulnerable to slashing and fire damage. Upon collapsing a creature may make a DC 10 Dexterity (Acrobatics) check to hang onto the bridge, taking falling damage as detailed, below.

If any of the rope bridges are destroyed, any character on it must succeed at a DC 10 Dexterity saving throw or fall to the ground below. If successful, however, the character is able to grab the bridge as it falls and use it like a ladder to climb up. The character may grab whichever side of the bridge they choose. Climbing up either side requires a successful DC 5 Strength (Athletics) check.

Trap. The rope bridge in the center is trapped with a **fire glyph trap (G)**. If stepped upon, the glyph activates and does 5 (1d10) fire damage to each creature or object (including the bridge) within a 10 foot radius. Any creature in the blast radius succeeding at a DC 13 Dexterity saving throw take only half damage. This damage will cause the bridge to collapse. An approaching character can spot the trap with a successful DC 10 Wisdom (Perception) check.

The **Battlements and the Platform** have a wood and rope railing. Crates and barrels on each of the towers provide cover to any creature hiding behind it.

Falling. Any effect that would push a creature over the platform, battlement, or bridges either has disadvantage on the attack or provides advantage on the target creature's skill check or saving throw to avoid falling. A creature falling from the bridges or battlements takes 9 (3d6) bludgeoning damage. Returning to the battlements requires 2 actions climbing the palisade, each requiring a successful DC 10 Strength (Athletics) check. Any character failing the check falls to the ground, suffering 3 (1d6) bludgeoning damage per successful check they made prior to falling.

Trees are 45 feet tall and require a successful DC 10 Strength (Athletics) check to climb. A few trees have branches reaching out over rope bridges. Any creature in the trees can shimmy along a branch with a successful DC 10 Dexterity (Acrobatics) check and drop down to the bridge below. Failure on this check means that the

creature has slipped and must succeed on a DC 10 Dexterity saving throw or fall to the ground below, suffering 9 (3d6) bludgeoning damage.

The **Siege Weapon** has an AC of 15 and 50 hit points and has damage resistance against ranged attacks so long as the captain is alive.

IMMEDIATE INTERACTIVE ELEMENT

The Squad Leader should inform their Captain once the siege weapon has ceased firing.

FOES AND TACTICS

The siege weapon is manned by a **hobgoblin captain (C)**, who has cover. He is guarded by a **hobgoblin (H)**. Both stay at this location, protecting the siege weapon. Each round the captain uses his action to fire the weapon, which sends a volley of arrows into the air (striking other tables in the interactive). As a bonus action, however, he may make a single melee attack against an adjacent creature.

Two **hobgoblins** are stationed at each tower to the left and the right of the central tower. Both fire their shortbows initially, using the barrels for cover. Should a character reach their tower, they will draw their pikes and engage them in melee. If any of the characters move past the glyph without triggering it, one hobgoblin from each tower will, on their turn, move to the central tower and ready their action to attack the first character that comes within reach. If successful at repelling an assault from the central bridge, they will return to their fire their shortbows at other characters within range, shooting first at targets not benefiting from cover.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** remove the hobgoblin guarding the siege weapon and remove one hobgoblin in the tower; there are no reinforcements
- **Weak party:** remove the hobgoblin guarding the siege weapon and there are no reinforcements
- **Strong party:** add two hobgoblins to the reinforcements

REINFORCEMENTS

An additional **hobgoblin** arrives on the battlements from the right side at the start of the third round.

VICTORY CONDITIONS

The party achieves victory when the characters destroy or assume control of the siege weapon (i.e., the hobgoblin captain is dead). They may continue fighting if they desire, so as to claim the treasure.

TREASURE

The hobgoblin captain carries a pouch with 100 gp and a scroll tube with a crude map of the Moonsea region. The city of Phlan is circled in red.

FACTION MISSION ACCOMPLISHMENT

Destroying the siege weapon before the end of the battle fulfills the requirements of the Lord's Alliance Member Mission 1. If a member of the faction is present at the table, the DM should check off this Member Mission as being complete on the table's Scoring Report. If not member of the faction is present, this box is unchecked.

INTERACTIVE ELEMENTS

The Squad Leader, will turn the table's Scoring Report to their Captain. The Captain in turn will tally the total faction scores for all of the tables in his section and turn in their own report in to the Commanders. The Commanders will then add the scores for each section to reach an overall score for each faction.

CONCLUSION

Expected Duration: 10 minutes

At the end of the adventure, the HQ area will tally up the results and give out the report on the success of the factions' mission. Additional information will be revealed after the event, as stated in Adventure Results.

After the results have been given for the event, feel free to finish up by rewarding the characters at the table.

In addition to other rewards, the factions pay the characters a total of

FACTION CHAMPION

If you had a character that went onto the faction champion mission, make sure that player is contacted to receive rewards for his or her character from when he or she played at your table.

INTERACTIVE ELEMENT

At the end of the adventure, each Captain will tally the points of their tables' Score Reports and come up with a total score for the tables that they represent. These scores will then be reported to the Commanders who will then determine which faction has the most points. The winning faction captures the *Green Dragon Mask* at the end of the battle.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Corrupted treant	700
Dryad	200
Fighting Claugiyliamatar	200
Flying sword	50
Gray ooze	100
Half-ogre	100
Hobgoblin	100
Hobgoblin captain	700
Mimic	450
Rug of smothering	450
Satyr	100
Twig blight	25

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Freeing the dryad and treant from corruption	50
Swearing the oath to King Witchthorn (one character only)	100
Killing the hobgoblin before the horn is sounded	100
Destroying the siege weapon	150

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 **750 experience points**.

TREASURE

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

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

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

TREASURE AWARDS

Item Name	GP Value
Hobgoblin pouches	12 per hobgoblin
Satyr jade pieces	40 per satyr
Electrum pieces from wooden chest	400
Black pearl from wooden chest	500
Hobgoblin captain's pouch	100

AMULET OF HEALTH

This amulet is made of gold, with a large ruby inset in it. While wearing it, your Constitution score is 19. A full description of this item can be found in the basic rules or the *Dungeon Master's Guide*.

+1 LONGSWORD

This elegant blade gleams as though newly forged, never accumulating dirt or grime. You gain a +1 bonus to attack and damage rolls when wielding it. A full description of this item can be found in the basic rules or the *Dungeon Master's Guide*.

PERMANENT MAGIC ITEM DISTRIBUTION

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

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

RENOWN

All faction members earn **two renown points** for participating in this critical event.

If a faction member completed a member mission, award that character one additional renown point.

DOWNTIME

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

DM REWARDS

You receive **300 XP** and **ten downtime days** for running this session.

APPENDIX TRACK 2: MONSTER/NPC STATISTICS

DRYAD*

Medium fey, neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

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

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

*Note the significant modifications to this dryad as presented in the adventure text.

FLYING SWORD

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The sword is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

GRAY OOZE

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2

Damage Resistances acid, cold, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1/2 (100 XP)

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

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

HOBGOBLIN

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (–1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

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

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

HOBGOBLIN CAPTAIN

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

RUG OF SMOTHERING

Large construct, unaligned

Armor Class 12

Hit Points 33 (6d10)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (+0)	1 (–5)	3 (–4)	1 (–5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 2 (450 XP)

Antimagic Susceptibility. The rug is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

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

ACTIONS

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

SATYR

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

TREANT*

Huge plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

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

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

ACTIONS

Multiattack. The treant makes two slam attacks.

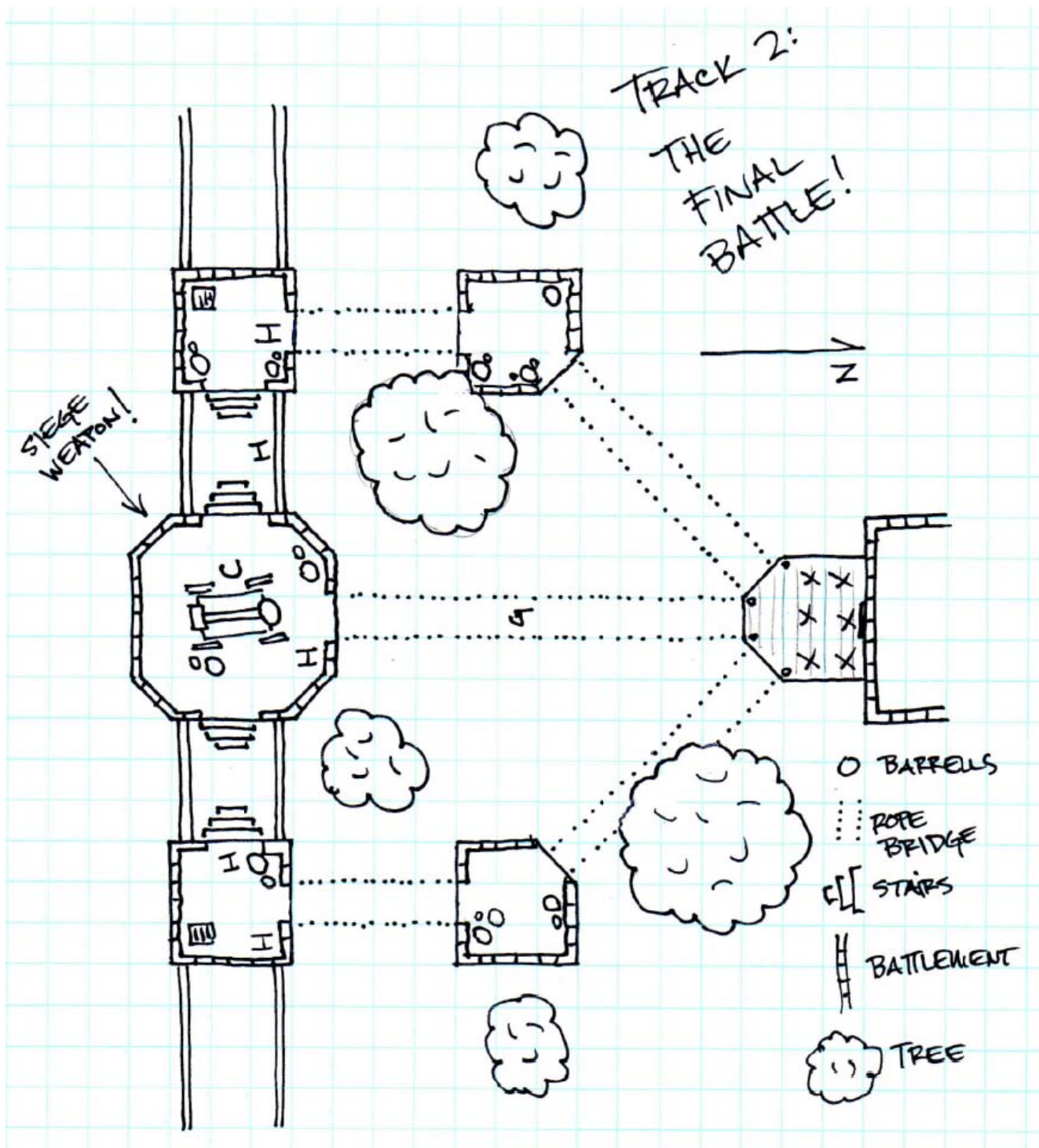
Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

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

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

*Note the significant modifications to this treant as presented in the adventure text.

APPENDIX TRACK 2: MAPS



TRACK 3: INVESTIGATE THE RED-ROBED WIZARDS (NECROMANCER TRACK)

PART 1: SCOUTING

Expected Duration: 60 minutes

The Zhentarim have identified two meeting points where the new and old Cult of the Dragon will separately gather with the robed wizards, and share this information with the leadership of the assembled factions. The party's goals are to determine whether the wizards are Thayan, their goals, and how to eliminate their presence within the stronghold. The party must choose whether to interrupt the new or old Cult's meeting. They cannot do both. They likely have information that can be useful.

DELAYED INTERACTIVE ELEMENT

Before beginning play, the squad should decide what sect of the Cult they plan on setting out against.

- **Old Cult.** The Old Cult represents the conservative faction of the Cult that focuses on creating dracoliches to dominate the world.
- **New Cult.** The New Cult is a relatively young faction that seeks to free Tiamat from her imprisonment in the Nine Hells and usher in an age of domination by living dragons.

Once the squad has decided, record their choice in Block 1 of the Track 1 Report.

CORRUPTED HILLS

As the party travels through Kryptgarden Forest, they enter the hunting grounds of a dire wolf and her wolf pack.

You follow the directions provided by the Zhentarim. Every hour that passes takes you deeper into the gloom of Kryptgarden Forest. The terrain slowly rises as you progress toward the hill where the meeting will take place. The further you go, the thicker and closer together the trees grow, often creating maze-like pathways. A fog hangs in the air, bringing with it the acrid smell of poison.

Each character may attempt a DC 10 Wisdom (Perception) check to detect the foul smell of rotting meat coming from the right. If the characters do not notice the smell or ignore it, proceed with Hunted, below. If the characters investigate, they find the remains of a deer – little more than cracked bones and some hide.

Carcass: With a successful DC 15 Intelligence (Investigation or Nature) check a character notices that the hide has a green moss growing upon it. It was present while the creature was alive – perhaps some form of corruption.

Tracks: A DC 10 Wisdom (Survival) check reveals the tracks of four-legged animals. With a DC 15 check the animals are identified as wolves and one larger wolf – perhaps a worg or dire wolf. This is likely their hunting ground.

HUNTED

As the characters proceed towards the meeting point, they may realize they are being followed. Characters with a passive Wisdom (Perception) score of 15 or higher notice the wolves moving through the underbrush around them. The check is made with advantage (+5 to score) if the party investigated the carcass and found tracks.

If the party detects the wolves, they may make any plans they wish. This could include changing their party order, finding advantageous ground, trying to set an ambush by setting one character as bait, etc. A good plan will generally provide a one-action or one-round benefit, such as advantage on an attack or a bonus to defenses during the first round.

GENERAL FEATURES

Light. The forest is dimly lit.

Forest. Several portions of the forest heavily obscure creatures within and are treated as difficult terrain. Trees can be climbed with a successful DC 10 Strength (Athletics) check, but due to the heavy foliage do not offer a better vantage point.

Fog. Several patches of fog can lightly obscure a medium creature within.

ADJUSTING THE ENCOUNTER

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

- **Very weak or weak party:** change the dire wolf to a worg
- **Strong party:** add two wolves

FOES AND TACTICS

The **wolves** are unnatural, as if corrupted. Their hair is

mangy, with green moss growing out of their skin. Their drool is a dark green.

The **dire wolf** attacks an unarmored target if possible, working alone initially to secure a meal. The two wolves work together, making use of their pack tactics. In later rounds the dire wolf may make use of the pack tactics as well.

SCRYING ATTEMPT

Claugiyliamatar is using a *crystal ball* to watch the characters during this encounter.

During the encounter, the characters have a chance to notice a scrying sensor. Any character with a passive Wisdom (Perception) of 15 or higher notices it. Similarly, any character actively searching for the sensor notices it with a successful DC 15 Wisdom (Perception) check.

If this is the first time that a character is successful in noticing the scrying sensor, read the following:

The shimmering in the air is a translucent, fist-sized orb floating approximately 25 feet above the ground and just as far away. A scant heartbeat after you notice it, it winks out of existence.

Any character who successfully noticed the scrying sensor, identifies it as such on a successful DC 15 Intelligence (Arcana) check. If the scrying sensor is described to someone who had not seen it, they may also attempt to identify it, but the Intelligence (Arcana) check to do so is made with disadvantage.

CRASHING THE PARTY

The characters reach the meeting site.

A large hill rises up ahead – the meeting site. One side of the hill has exposed rock and would require a climb. The rest of the hill is a gentle slope, easy to navigate. From your current position you can discern a clearing at the top of the hill. Several humanoids are gathered near a black tent.

The party should formulate a plan. When approaching the 20-foot-tall hill they can choose whether to climb the steeper side or take the gentler climb.

GENERAL FEATURES

Light. Normal illumination is present due to the clearing. There is no fog atop the hill.

Steep climb. This side requires two successful DC 10 Strength (Athletics) checks to climb. A single character could climb first, then secure a rope for the rest of the party. Failure on any check requires a Stealth check to avoid notice and inflicts 3 (1d6) bludgeoning damage

before the character stops their fall. Approaching this way provides advantage on any ensuing Dexterity (Stealth) checks made later to ambush the camp.

Gentle Rise. No check is required to ascend the hill, and there is cover from rocks and trees, but it is being watched by the Cult and Thayans. Any approaching character must make a Dexterity (Stealth) check opposed by a single Wisdom (Perception) check made by the cultists' and Thayans with a +2 bonus.

Forest. Several portions of the forest could offer concealment. Trees can be climbed with a successful DC 8 Strength (Athletics) or Dexterity (Acrobatics) check, but do not offer better visibility.

Tent. The black tent belongs to the Thayans and contains the treasure. Behind the tent are the mounts, with the steep side of the cliff behind them.

Mounts. Three corruption-sickened griffons are tied to the ground. They do not betray any approach by the party, looking upon them with great sadness. See Mounts below.

When the party reaches the clearing, read or paraphrase the following, adjusting for their tactics.

Two tieflings stand behind a human, all three in red robes decorated with runes and sigils of death and necromancy. Facing them are three humans wearing tabards with the symbol of the Cult of the Dragon. Behind the tieflings is a black tent. Three strange mounts are tied up next to the tent. The creatures have a body similar to that of a lion, but the skin is gaunt, and the creatures have a deathly pallor. They have feathered heads and wings, but many of the feathers are missing.

FOES AND TACTICS

The Thayans consist of two tiefling servitors (use the **bandit** statistics) and the **Red Wizard**. In battle, the two tieflings defend the wizard. The wizard has already cast *mage armor*. He favors starting with *hold person* to keep a combatant at bay.

The **cult fanatic** tries to prove his power, starting by casting *suggestion*. The two **cultists** spread out, attacking different targets and spreading mayhem.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** remove the cult fanatic and the cultists
- **Weak party:** change the cult fanatic to a cultist
- **Strong party:** the Red Wizard and cult fanatic are 5th-level spellcasters; add 4 hit points and *lightning bolt* to the Red Wizard and add 4 hit points and *bestow curse* to the cult fanatic

SCRYING ATTEMPT

Claugiyliamatar is using a *crystal ball* to watch the cultists during this encounter.

During the encounter, the characters have a chance to notice a scrying sensor. Any character with a passive Wisdom (Perception) of 15 or higher notices it. Similarly, any character actively searching for the sensor notices it with a successful DC 15 Wisdom (Perception) check.

If this is the first time that a character is successful in noticing the scrying sensor, read the following:

The shimmering in the air is a translucent, fist-sized orb floating approximately 25 feet above the ground and just as far away. A scant heartbeat after you notice it, it winks out of existence.

Any character who successfully noticed the scrying sensor, identifies it as such on a successful DC 15 Intelligence (Arcana) check. If the scrying sensor is described to someone who had not seen it, they may also attempt to identify it, but the Intelligence (Arcana) check to do so is made with disadvantage.

MOUNTS

A successful DC 10 Intelligence (Arcana or Nature) or Wisdom (Animal Handling) check reveals that these are griffons, corrupted by exposure to magical and alchemical substances. A successful DC 10 Wisdom (Animal Handling) check shows them to be docile, but in pain.

Each mount has a metal collar, inscribed with runes. A successful DC 10 Intelligence (Arcana) reveals that the collars control and corrupt the creatures. If the collars are removed, the griffons kneel down, as if offering to serve as mounts for the party. The griffons will take the party to the stronghold; each can carry up to two riders.

GATHERING INFORMATION

Characters learn the following through interrogation, negotiation, or simply by searching the belongings of the Thayans and cultists.

- Thay is indeed involved. They are likely to cement an alliance with the new Cult of the Dragon, joining them in their goal of uniting living evil dragons in a common goal.
- The Thayan wizard was directed to fly to the meeting and negotiate with the Cult. If this is the new Cult, the instructions were to cement the alliance, promising not to aid the old Cult. If this is the old Cult, the instructions instead directed them to pretend to be allies but gather information of value to the new Cult. They were then to fly back – the

mounts know the way back – and meet with Zaralda the necromancer.

- Zaralda was helping Claugiyliamatar to further corrupt the forest, making it inhospitable to her foes.
- Zaralda is a member of the Thayan School of Necromancy and an expert in corrupting and binding spirits. She is now a key component of the stronghold's defenses, for she can raise the dead and force them to fight again.
- Zaralda has mentioned the Moonsea, though Thayan plans for the Moonsea have not been shared.

Any character succeeding at a DC 20 Charisma (Intimidate or Persuasion) check persuades one of the cultists to disclose the actual reason for the Cult's presence in Kryptgarden. (If you're running a **very weak party**, the Red Wizard knows this as well.)

- The wizards have been searching for the *Green Dragon Mask*, a powerful magic item. It was found to be in Claugiyliamatar's hoard. The Thayans and Cultists now negotiate to gain it from her.

TREASURE

One of the tieflings carries a *+1 longsword*. The red wizard carries a red vellum spellbook (see the Faction Mission Accomplishment, below).

In addition, a chest within the black tent is locked. The lock has a **poison needle**, requiring a successful DC 10 Intelligence (Investigation) to find and a successful DC 10 Dexterity check with thieves' tools by a proficient user to disarm the trap. The same success is required to open the lock. If the trap is sprung by breaking the lock or attempting to open the lock without disarming the trap, the character disturbing the trap must make a DC 13 Constitution saving throw or take 7 (2d6) poison damage. The chest contains 600 gp, two honey-colored garnets worth 30 gp each, and an *amulet of health*.

FACTION MISSION ACCOMPLISHMENT

Successfully interrogating the cultists and discovering the existence of the *Green Dragon Mask* fulfills the requirements of the Zhentarim Member Mission 2. If a member of the faction is present at the table, the DM should check off this Member Mission as being complete on the table's Scoring Report. If not member of the faction is present, this box is unchecked.

One of the two spellbooks that must be collected to fulfill the requirements of Harper Member Mission 1 can be found here. The second spellbook belongs to Zaralda and is recoverable upon completing the final battle in Part 3. This member mission is not scored unless both

spellbooks are recovered.

SELECTING A CHARACTER

The Squad Leader's faction contacts them at this time with the speaking stone. They ask for a report, then share that combining their information with other field reports has allowed them to determine the location of the overarching hobgoblin and Cult leaders, who possess an artifact known as a dragon mask.

They ask the group to decide on one person who could be part of a special squad during the attack on the stronghold. Ask the players who would be interested in being part of such a table during the final battle. The fight will be difficult, with characters expected to 'swap out' at times. From those interested, the table may choose one character for a chance to join the faction champion table. If players can't choose, you may choose or have each interested player roll a d20 to determine the choice. Players can abstain. After all, the party will be down one party member for most or part of the final fight if that person is selected.

Additionally, ensure that any player volunteering for consideration understands that the faction champion table's mission is vastly important and potentially significantly more lethal.

You can then proceed with Part 2 in this same track.

INTERACTIVE REPORT

The DM will update their Interactive report, indicating:

- Which sect of the Cult the characters decided to attack.
- Whether the party defeated the Thayans and Cultists.
- Whether the party recovered the information.
- The name, class and faction of the character considered for the faction champion table.

Once done, the Squad Leader will take the top half of the table's interactive report to the Commander at HQ who is responsible for the track the table is playing.

PART 2: ENTERING THE STRONGHOLD

Expected Duration: 45 minutes

The near-skeletal griffons fly the party toward the stronghold. Up to two characters can ride on each griffon. If the characters have any mounts or other animal companions they are unable to bring them along unless they can feasibly be carried by the character.

ELEMENT FLAG

Before beginning this part, the DM should check to see if a black flag is posted at HQ. If the black flag is posted, the alarm has already been sounded, and all foes are granted a +1 bonus to Initiative, Insight, and Perception checks. The encounters are otherwise unchanged.

AERIAL BATTLE

Claugiyliamatar has dispatched monsters to intercept the party.

The gaunt griffons soar through the air, high above the massive forest. Only when they begin to descend do you realize that the stronghold is up ahead. No clearing betrays its presence, for the trees grow all around and within the walls.

A wave of alarm washes over you as your griffons empathically alert you to five winged forms rising from the forest. As they draw closer you see they are emaciated forms such as the griffons, with large, feathered wings.

GENERAL FEATURES

Trees. Combat begins above the treeline, but a character could urge their mount below the treeline. Such a cinematic tactic may require Wisdom (Animal Handling) checks by both the character and any pursuing eagles or owls to avoid striking tree limbs, but let the results guide rather supplant the excitement of the encounter.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** remove the giant owls
- **Weak party:** remove one giant owl
- **Strong party:** change one giant owl to a giant eagle

FOES AND TACTICS

The corrupted **giant eagle** and two **giant owls** attack the griffons at random, targeting the riders.

Any character can use their mount's movement of 80 ft. as their own movement. The griffons do not attack.

THEATER OF THE MIND

For simplicity and ease of play, no special flying rules are used. This is a theater of the mind fight where the flying combatants are assumed to be in constant movement.

ELVEN RUINS

Once the combat has finished, the griffons fly through the trees and into the stronghold.

The stronghold stretches out before you, towering trees growing amongst the stronghold's partially constructed buildings and ancient ruins to create an uninterrupted dark green canopy overhead.

You soar over the main gate, seeing it open for two wagons laden with supplies. Your flight takes you over an old tower, joined to the battlements by rope bridges. A siege weapon sits there, bristling with arrows.

The gaunt griffons descend amongst old ruins, landing in a vine-covered courtyard. Empathically they indicate the direction of the necromancer, thank you, and prepare to depart.

The party may say their farewells, then explore and travel toward the necromancer's location.

Ruins. The ruined walls and stone-lined square are ancient and weathered. Any character may attempt a DC 15 Intelligence (History) check to identify the ruins as belonging to the elven kingdoms of Illefarn or Rilithar, more than 1,200 years old.

HAUNTING

Zaralda has bound several spirits into service. One, however, has escaped and now preys upon the living. With the characters help, however, it may recall its former personality and agree to aid the factions in the coming battle.

You pass through a copse of trees, seeing a few new buildings partially constructed amongst the old ruins. And that's when a man races around a wall and right into you.

The man is pale and breathing heavily, his heaving chest bearing the tabard of the Cult of the Dragon. "Ghost!" he stammers, "Ghost!"

He suddenly seems to see you and realize who you are. He swallows hard.

The **cultist**, Lerek, has just seen a ghost. He will try (and probably fail) to convince the party to let him go in exchange for not disclosing their location. He will also share that one of the spirits bound by Zaralda escaped and is acting on its own. The ghostly elf has killed several cultists and Thayans. Lerek will flee if attacked.

The party may use this information to travel around the area inhabited by the ghost.

Otherwise, the party can find the ghost in an empty rubble-filled square. The party may kill or free the cultist – he simply intends to find a place to hide for the remainder of the day.

The rubble-filled square at first appears to be deserted.

Someone has dug here, beginning to create the foundation of several large buildings. Shovels and tools have been haphazardly abandoned.

A translucent elf looks upon something on the ground, muttering to itself.

If the characters think to listen, they may attempt a DC 10 Wisdom (Perception) check to hear the **ghost** say "I must remember, or I will cease to be." The same check also reveals a portion of a stone tablet is at his feet.

If the characters approach, he whirls around, his face snarling in rage. "I shall not serve you!" he shrieks. He then attacks, using his *possession* ability during the surprise round. If unsuccessful, he attempts again in subsequent rounds until successful. The ghost's *possession* ability is useable without limitation and does not require a recharge roll.

On the possessed character's turn, the possessed character attempts a DC 10 Charisma saving throw:

- **Success.** The ghost uses the characters actions to move rubble around, forcing the possessed character to make a Wisdom (Perception) check. If successful, the ghost holds a piece of the stone tablet aloft and shouts "Yes!" It then sets the piece down and resumes its search for the other pieces.
- **Failure.** The possessed character attacks the nearest member of the possessed character's party. The ghost uses the possessed character's abilities to make this attack, but will not use spell slots or other expendable resources.

If the possessed creature is attacked, the ghost leaves the body on his turn and uses *horrifying visage* and, on his next turn, attempt to possess a different, randomly determined character to begin his search anew. If reduced to 15 hit points or less, he will, on his turn, use his *withering touch*. However, because the because ghost is primarily concerned with finding the tablets and the characters are the best way to do this, his *withering touch* attack rolls are made with disadvantage. On the round following this attack, he will again attempt to possess a randomly determined character. If the group flees, the ghost will not give chase.

Reasoning with the ghost requires a successful DC 15 Charisma (Deception, Intimidate, or Persuasion) check and can causes him to momentarily cease his search, to share that it seeks the tablet pieces, or to get him to read in common the text of a found tablet piece (should the party not read Elvish). However, he cannot control his

spirit sufficiently to speak coherently in any other manner or otherwise direct them.

A successful DC 10 Wisdom (Insight) check suggests the spirit has lost its mind upon regaining its independence from the creature that formed it. It must complete a task in order to regain its sanity.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** the ghost has 22 hit points and does not use *withering touch* under any circumstances
- **Weak party:** the ghost has 22 hit points

FINDING THE STONE TABLETS

The first stone tablet is visible. The others require a successful DC 10 Wisdom (Perception) check to find. All the tablets are written in Elvish. They are found in the following order:

First Stone Tablet. The tablet that lies at his feet bears the following script, ending where the tablet has been broken at the bottom. It reads:

*"I held it, but it had no form.
Though it was "*

Second Stone Tablet: This tablet piece has been broken at the top (because it is the bottom piece) and reads:

*" all the people I know,
It would cease to be."*

Third Stone Tablet: This tablet piece has been broken at the both the top and bottom (because it is the middle piece) and reads:

*" freely given,
I could not share it.
If I told "*

Once the characters have all three pieces, they may join them together to complete the tablet. When joined it reads:

*"I held it, but it had no form.
Though it was freely given,
I could not share it.
If I told all the people I know,
It would cease to be."*

The answer to the riddle is "a secret." If solved, the ghost immediately ceases to fight. Slowly he recovers his personality and resolve.

THE SPIRIT'S AID

If the party solved the riddle, the ghost regains his composure and introduces himself as Athalee, a long-dead elven scholar. He laments his rest being disturbed by the "Demon in Red" (Zaralda). The riddle was one he had used to test students long ago, when these ruins were a mighty elven empire called Illefarn.

Once Athalee knows the adventurer's plans, he agrees to help. He cannot face Zaralda without being bound once more. However, if the party can defeat Zaralda he and other ghosts will be freed, and will aid the heroes in the battle with Claugyiliamatar.

FACTION MISSION ACCOMPLISHMENT

Solving the riddle and freeing the spirit from its torment fulfills the requirements of the Order of the Gauntlet Member Mission 2. If a member of the faction is present at the table, the DM should check off this Member Mission as being complete on the table's Scoring Report. If not member of the faction is present, this box is unchecked.

TIME CONSTRAINTS

Time will be called 45 minutes into Part 2. If the party has not completed this part of the adventure, the encounter stops immediately upon time being called.

Alternatively, if a squad has finished with Part 2 and has sufficient time to spare, the DM and Captains should encourage that they split up and ask other squads if they need help to finish their encounter in time.

Once Part 2 has concluded, there will be a brief (10-15 minute) interlude while the interactive reports are turned in and counted for Part 3.

DELAYED INTERACTIVE ELEMENTS

The DM will update their Interactive report, indicating whether or not the characters solved the ghost's riddle and freed it from its torment.

Once done, the Squad Leader will take the corresponding half of the table's interactive report to their section's Captain who in turn relays it to the Commander at HQ who is responsible for the track the table is playing.

During the interlude, the Commanders determine which players will be called to play at the faction champion table. Captains will notify the DMs of that player's table who, in turn, notify the player to report to the faction champion table (if they still wish to.) Players wishing to play at the faction champion table must be seated and ready when Part 3 begins!

PART 3: THE FINAL BATTLE

Expected Duration: 40 minutes

The adventurers confront Zaralda, the Thayan necromancer, but he is well protected.

You climb a small hill to gain a vantage through the trees. Near the stronghold's gates you see a square where heroes battle the cultists and a massive hobgoblin. Near the walls you can see adventurers advancing across rope bridges, trying to reach a siege weapon.

But ahead of you is a clearing amongst the trees and buildings. A circle of blood surrounds the body of a dead elven while a bald female tiefling in and crimson robes kneels beside it, her head bowed in concentration.

Three red-robed Thayan acolytes rise from where they were watching the ritual, drawing curved daggers. Two half-orc guards step forward from the surrounding ruins, drawing scimitars and handaxes.

ELEMENT FLAGS

At the start of each round the DM should check for flags. Describe these effects visually, such as from a battle occurring in the distance.

- **Black Flag.** The alarm was raised. Foes gain a +1 bonus to Initiative, Insight, and Perception checks.
- **Red Flag.** Thayan necromancers are still alive. At the start of each round one defeated foe rises as a zombie. If this flag is not present, characters gain a morale boost: each character may spend a Hit Die to regain hit points (no action) once at any point during the final encounter.
- **Yellow Flag.** Hobgoblin archers still man the walls. At the start of each round the DM makes one ranged weapon attack against one character: +3 to hit, one target. Hit: 3 (1d6) piercing damage.
- **Blue Flag.** Other key leaders of the Cult and hobgoblins have been defeated. All foes suffer a -1 penalty to attack rolls.
- **White Flag.** When the dragon appears at this table, an elven ghost appears at this table, dressed in ancient armor. One time, at the party's request, the ghost intercepts a dragon's attack (including its breath weapon) and is destroyed by the attack – preventing all harm to the party.
- **Green Flag.** The horn never sounded. The dragon may not attack a table during the first round of initiative.
- **Purple Flag.** The fey bargain was accepted. See the Running the Dragon end notes.

GENERAL FEATURES

Characters start at the Xs on the map.

Blood Circle. This acts as a barrier, stopping anything from passing through. In one spot the blood pools in the form of a rune. A successful DC 12 Intelligence (Arcana

or Religion) check undoes the rune and drops the barrier.

Trees and Ruins surround the perimeter and can be used for cover or to lightly obscure creatures standing within.

It is not possible to interact with the other battles the party can see in the distance.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** remove the half-orc mercenary scouts and one of the cultists
- **Weak party:** remove the half-orc mercenary scouts
- **Strong party:** Zaralda already has *mage armor* cast and only needs one round to summon the wight

FOES AND TACTICS

Zaralda the Necromancer (T) remains in the blood circle for two rounds while corrupting the elven corpse into a wight, then one more to cast *mage armor* before emerging to do battle. If the barrier is dropped earlier she takes no actions until she has summoned the wight, then uses her spells to attack the heroes.

The three **cultists (C)** spread out to attack different targets, in particular those that fight at range.

The two half-orc mercenary **scouts (M)** are twins and fight a strong melee foe together.

The **wight (W)** defends Zaralda and, should the necromancer be defeated, fights for one more round before collapsing.

IMMEDIATE INTERACTIVE ELEMENT

The Squad Leader should inform their Captain when the necromancer has been defeated.

VICTORY CONDITIONS

The party achieves victory when the necromancer has been defeated. They may continue fighting if they desire.

TREASURE

The necromancer has 20 platinum pieces (pp) and an emerald worth 100 gp.

Additionally, the characters may collect Zaralda's drow elf skinned spellbook (see the Faction Mission Accomplishment, below).

FACTION MISSION ACCOMPLISHMENT

Collecting both of the spellbooks from the Thayan wizards in Parts 1 and 3 of this track fulfills the requirements of the Harper Member Mission 1. If a member of the faction is present at the table, the DM should check off this Member Mission as being complete

on the table's Scoring Report. If not member of the faction is present, this box is unchecked. **If turned over to the Harpers**, each wizard is allowed to copy one spell of appropriate level from either book at the conclusion of the adventure.

CONCLUSION

Expected Duration: 10 minutes

At the end of the adventure, the HQ area will tally up the results and give out the report on the success of the factions' mission. Additional information will be revealed after the event, as stated in Adventure Results.

After the results have been given for the event, feel free to finish up by rewarding the characters at the table.

In addition to other rewards, the factions pay the characters a total of

FACTION CHAMPION

If you had a character that went onto the faction champion mission, make sure that player is contacted to receive rewards for his or her character from when he or she played at your table.

INTERACTIVE ELEMENTS

The Squad Leader, will turn the table's Scoring Report to their Captain. The Captain in turn will tally the total faction scores for all of the tables in his section and turn in their own report in to the Commanders. The Commanders will then add the scores for each section to reach an overall score for each faction.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Bandit	25
Cultist	25
Cult fanatic	450
Dire wolf	200
Fighting Claugjyliamatar	200
Giant eagle	200

Giant owl	50
Ghost (insane)	700
Red Wizard	450
Scout	100
Wight	700
Wolf	50
Worg	100
Zaralda the Necromancer	450

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Finding the location of the <i>Green Dragon Mask</i>	150
Freeing the ghost	50
Turning over both spellbooks	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 **750 experience points**.

TREASURE

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

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

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

TREASURE AWARDS

Item Name	GP Value
Gold from chest within black tent	600
Honey-colored garnets (2)	30 each
Red vellum spellbook	35
Drow-skinned spellbook	50
Zaralda's coinpurse	200
Zaralda's emerald	100

RED VELLUM SPELLBOOK

The red vellum spellbook contains the following spells: charm person, mage armor, magic missile, hold person, and misty step.

DROW-SKINNED SPELLBOOK

The drow-skinned spellbook contains the following spells: charm person, mage armor, magic missile, hold person, misty step, and animate dead.

AMULET OF HEALTH

This amulet is made of gold, with a large ruby inset in it. While wearing it, your Constitution score is 19. A full description of this item can be found in the basic rules or the *Dungeon Master's Guide*.

+1 LONGSWORD

This elegant blade gleams as though newly forged, never accumulating dirt or grime. You gain a +1 bonus to attack and damage rolls when wielding it. A full description of this item can be found in the basic rules or the *Dungeon Master's Guide*.

PERMANENT MAGIC ITEM DISTRIBUTION

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

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

RENOWN

All faction members earn **two renown points** for participating in this critical event.

If a faction member completed a member mission, award that character one additional renown point.

DOWNTIME

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

DM REWARDS

You receive **300 XP** and **ten downtime days** for running this session.

APPENDIX TRACK 3: MONSTER/NPC STATISTICS

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

CULTIST

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

CULT FANATIC

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

GHOST*

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space

within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

*Note the significant modifications to this ghost as presented in the adventure text.

GIANT EAGLE

Large beast, neutral good

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Eagle, understands Common and Auran but can't speak them

Challenge 1 (200 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiaction. The eagle makes two attacks: one with its beak and one with its talons.

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

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

GIANT OWL

Large beast, neutral

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

Challenge 1/4 (50 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

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

RED WIZARD

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 22 (5d8)
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 2 (450 XP)

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

Cantrips (at will): *light, mage hand, shocking grasp*
1st level (4 slots): *charm person, mage armor, magic missile*
2nd level (3 slots): *hold person, misty step*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 – 1) bludgeoning damage.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

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

WIGHT

Medium undead, neutral evil

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

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

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

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

ACTIONS

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

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

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

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

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

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

WORG

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ZARALDA, THE NECROMANCER

Medium humanoid (human), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 22 (5d8)

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 2 (450 XP)

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

Cantrips (at will): *light, mage hand, shocking grasp*

1st level (4 slots): *charm person, mage armor, magic missile*

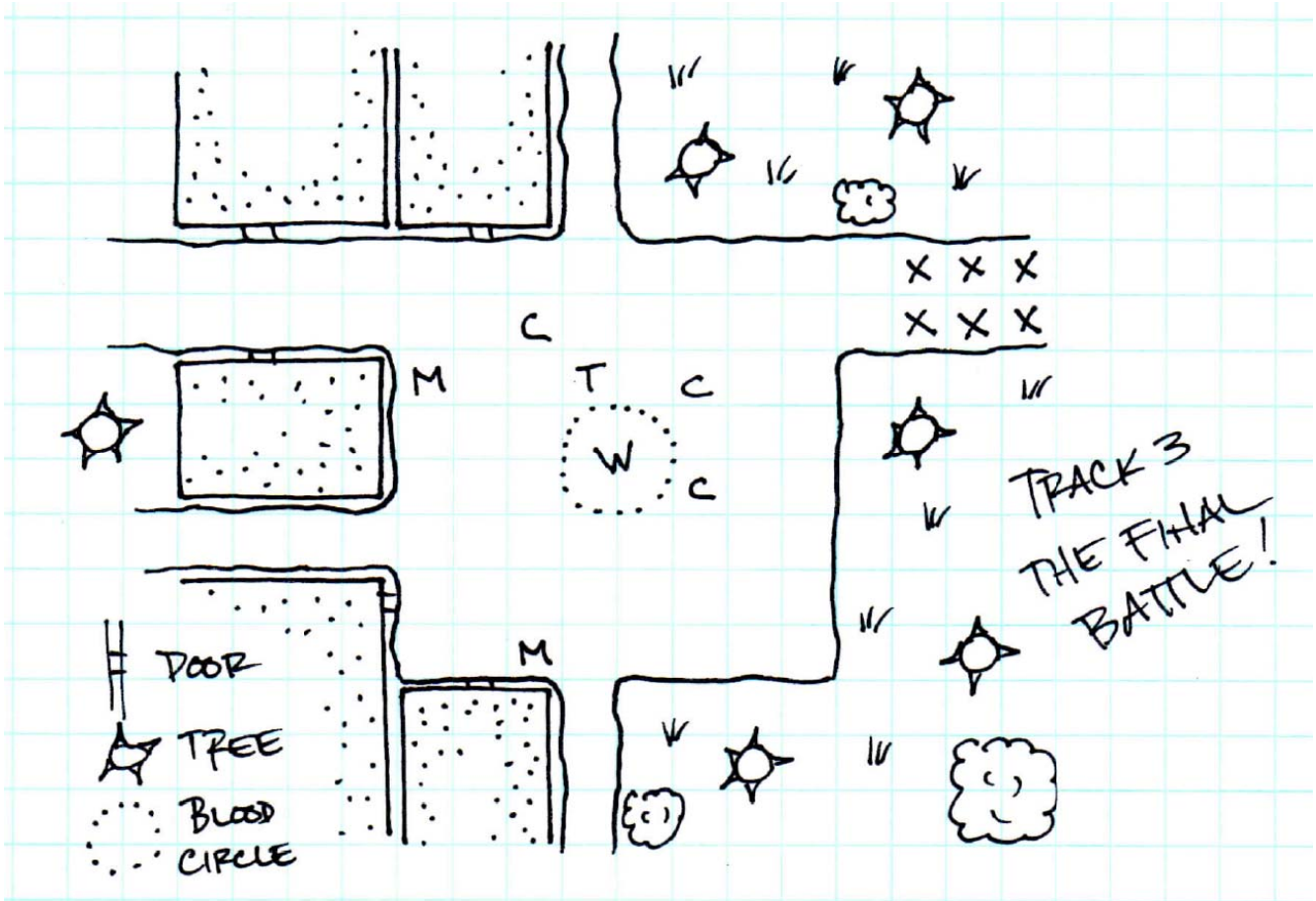
2nd level (3 slots): *hold person, misty step*

3rd level (2 slots): *animate dead*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

APPENDIX TRACK 3: MAPS



FACTION CHAMPION TABLE

Expected Duration: 40 minutes

During Part 1 of the this event, each table may choose to select one party member to possibly join the faction champion table. The Commanders will randomly select six heroes from all the entrants.

At the conclusion of Part 2 the faction champion table is formed. The faction champion table plays through Part 3 together, faces a stronger challenge and may even have a *special* Dungeon Master.

A maze of recently built dwellings occupies this part of the stronghold. While you search for the Cult's leader you hear the sounds of battle. Through the trees high up on a hill you see heroes battling a Thayan necromancer, who summons the dead to do battle. Near the walls you can see adventurers advancing across rope bridges, trying to reach a siege weapon.

Just when finding the Cult's leader seems hopeless, you enter a large tree-lined square. A guard tower rises from the center of the square. Four rope bridges weave between the trees, joining the second story of the tower to the upper level of buildings ringing the square. Stairs next to the tower also lead up to the rope bridges.

Just outside the tower stands a human wearing the tabard of the Cult of the Dragon, shaking hands with an enormous hobgoblin. These must be the leaders you seek! Three cultists stand near them, while two hobgoblins watch from the rope bridges above. One of the hobgoblins points towards you and roars a warning. Cultists and hobgoblins turn towards you, drawing weapons! Roll initiative!

MISSION GOALS

The faction champion table is asked to eliminate Garbul and the leader of the winning Cult of the Dragon faction. The party is also to recover the *Green Dragon Mask*.

DETERMINING CULT FACTION

HQ has been determining the number of tables succeeding against either the new or old aspect of the Cult of the Dragon. The Cult that has been least impacted is the faction meeting with Garbul.

SWAPPING CHARACTERS

The encounter is extremely deadly. In addition, each player's original table is playing with one fewer character. At any time during this encounter a player may decide to leave this table and rejoin their original table. This happens automatically if they are killed or remain unconscious for more than one round.

When a character leaves the table or dies, they are replaced with another character that had volunteered to be at the faction champion table.

ELEMENT FLAGS

At the start of each round the DM should check for flags. Describe these effects visually, such as from a battle occurring in the distance.

- **Black Flag.** The alarm was raised. Foes gain a +1 bonus to Initiative, Insight, and Perception checks.
- **Red Flag.** Thayan necromancers are still alive. At the start of each round one defeated foe rises as a zombie. If this flag is not present, characters gain a morale boost: each character may spend a Hit Die to regain hit points (no action) once at any point during the final encounter.
- **Yellow Flag.** Hobgoblin archers still man the walls. At the start of each round the DM makes one ranged weapon attack against one character: +3 to hit, one target. Hit: 3 (1d6) piercing damage.
- **Blue Flag.** Other key leaders of the Cult and hobgoblins have been defeated. All foes suffer a -1 penalty to attack rolls.
- **White Flag.** When the dragon appears at this table, an elven ghost appears at this table, dressed in ancient armor. One time, at the party's request, the ghost intercepts a dragon's attack (including its breath weapon) and is destroyed by the attack – preventing all harm to the party.
- **Green Flag.** The horn never sounded. The dragon may not attack a table during the first round of initiative.
- **Purple Flag.** The fey bargain was accepted. See the Running the Dragon end notes.

GENERAL FEATURES

Buildings are 20 feet tall, ringing a 50-foot-wide, tree-filled square. Outer doors are locked on a roll of a 1 on a d6. The door to the tower is unlocked. Buildings have shuttered windows, which can be forced open from the outside with a DC 10 Strength (Athletics) check. Once inside, it takes one round to reach the second floor. Climbing the outside of a building requires DC 10 Strength (Athletics) check.

Rope Bridges are 20 feet above the ground and connect four buildings to the tower. The rope bridges are considered difficult terrain unless a character succeeds at a DC 10 Dexterity (Acrobatics) check. Enemies do not

need to make this check. The bridge has an AC of 10 and 10 hit points. It is resistant to piercing and bludgeoning damage but is vulnerable to slashing and fire damage. Upon collapsing a creature may make a DC 10 Dexterity (Acrobatics) check to hang onto the bridge, taking falling damage as detailed, below.

If any of the rope bridges are destroyed, any character on it must succeed at a DC 10 Dexterity saving throw or fall to the ground below. If successful, however, the character is able to grab the bridge as it falls and use it like a ladder to climb up. The character may grab whichever side of the bridge they choose. Climbing up either side requires a successful DC 5 Strength (Athletics) check.

Ladders outside the tower lead up to the rope bridges. Climbing a ladder requires a successful DC 5 Strength (Athletics) check.

Trees are 45 feet tall and require a DC 10 Strength (Athletics) check to climb. Several trees have branches reaching out over rope bridges.

FOES AND TACTICS

Reflecting their new alliance, **Garbul, Hobgoblin Champion (HC)** and **cult fanatic (F)** work together, focusing on the strongest melee combatant. They both discuss their new alliance and encourage one another. A clever party could use deception to force the two to work independently. The cult fanatic is male if this is the Old Cult, female if this is the New Cult.

The three **cultists (C)** spread out, attacking different party members.

The two **hobgoblins (H)** target spellcasters with their ranged weapons, firing from the rope bridges.

All of the hobgoblins wear necklaces of the severed humanoid fingers of previously defeated foes.

ENCOUNTER CHANGES

Make the following modifications to the statistics provided:

- The hit point total of the **cultist fanatic** is increased to 40 and the Armor Class to 12.
- Two additional **hobgoblins** stand on one of the rope bridges, near the tower.
- At the foot of the leaders is a large and heavy locked metal chest (opened by a character proficient with thieves' tools and a successful DC 20 Dexterity check). Within is the *Green Dragon Mask*. It is likely to be recovered at the end of the encounter.

REINFORCEMENTS

Start of every even round: Two more **cultists** emerge from the tower or other buildings.

Start of Round 3: An **ogre** enters the square and joins the fray. The ogre is the father of the half-ogre guarding the wagon in the Leader Track. As it fights, the ogre asks aloud whether anyone has seen his son.

MODIFICATION

Depending on the size of the convention that this adventure is featured at, there may be a large number of people eager to be seated at the faction champion table. If you feel that the table is performing exceptionally well and that they may complete the battle too soon, or if you feel that more people should get a shot at it, consider adding a hobgoblin to the reinforcement rotation or even giving cultist fanatic and/or Garbul more hit points.

IMMEDIATE INTERACTIVE ELEMENT

The Squad Leader should inform their Captain when either Garbul, the Hobgoblin Warlord or cult fanatic have been defeated. This counts toward the morale effect as with other Leader Track final battles.

TREASURE

Garbul's finely wrought half plate armor can be claimed as a prize. It can be sold for 375 gp, or the party can agree to give it to one of the characters.

VICTORY CONDITIONS

The faction champion table achieves victory when both Garbul and the cult fanatic have been defeated. The *Green Dragon Mask* can then be recovered.

REWARDS

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

Each player should ensure that they head back to their original table to obtain the rewards from playing Parts 1 and 2, as well as all treasure awards. **The only difference between characters at the original table and characters at the special table is experience earned in Part 3.**

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Cultist	25
Cult fanatic	450
Fighting Claugiyliamatar	200
Garbul, Hobgoblin Warlord	700
Hobgoblin	100
Ogre	450

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Recovering the <i>Green Dragon Mask</i>	200

TREASURE

See the character's original track. In addition, characters can claim Garbul's half plate armor (sellable for 375 gp), as it is finely wrought.

RENOWN

See the character's original track. The character earns all renown awards from his or her original party while playing at the faction champion table.

DOWNTIME

See the character's original track.

FACTION CHAMPION: MONSTER/NPC STATISTICS

CULTIST

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

CULT FANATIC

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

GARBUL, HOBGOBLIN CHAMPION

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 55 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

HOBGOBLIN

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

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

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

OGRE

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

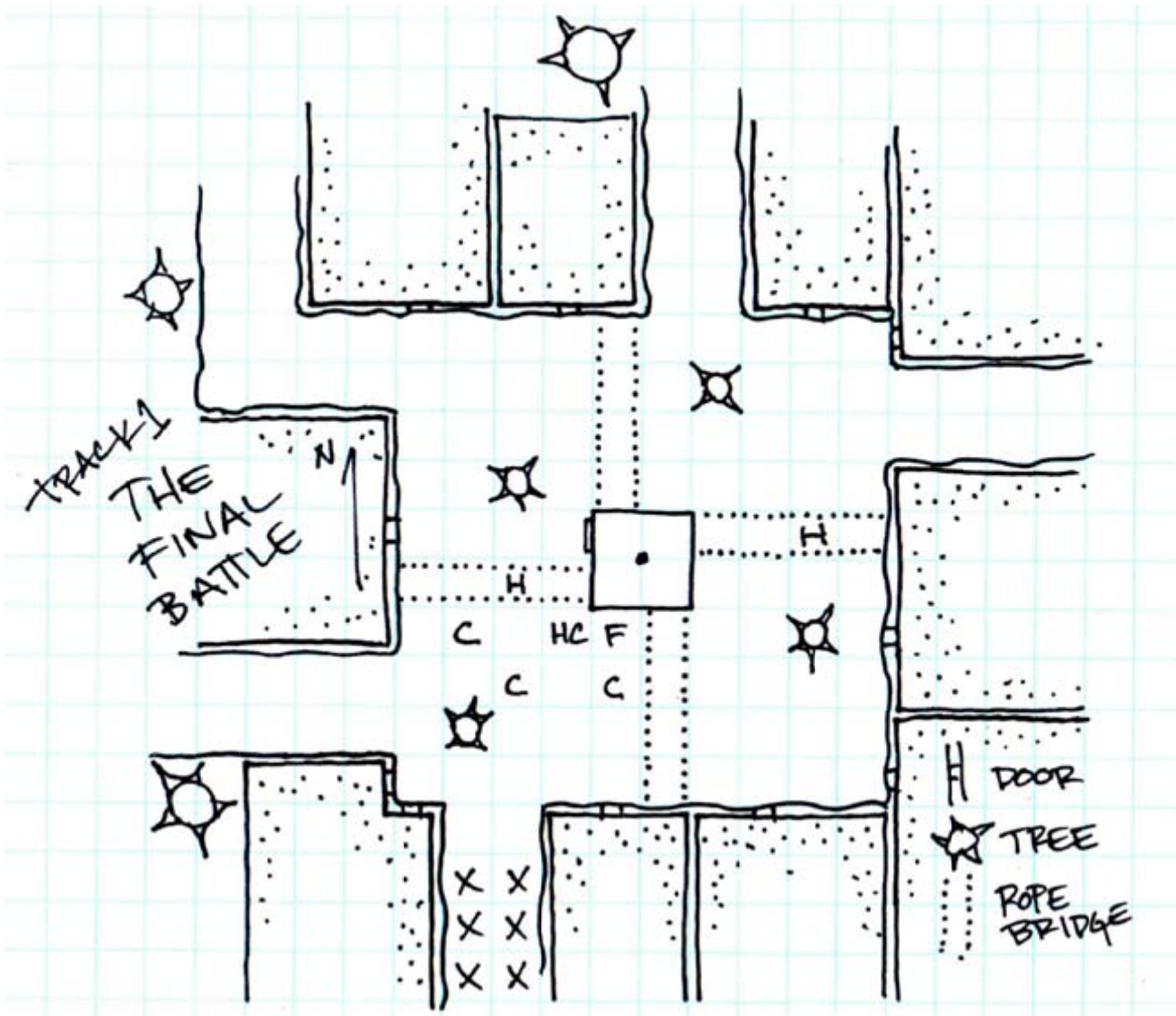
Challenge 2 (450 XP)

ACTIONS

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

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

FACTION CHAMPIONS: MAP



CLAUGIYLIAMATAR

This section provides details into running Claugiyliamatar during the final battle for the stronghold. Each section's Commander will be playing the role of this fearsome adversary. Each section will face their own unique version of the dragon. The faction champion table is the exception to this and will only encounter the dragon once.

Because of the amount of concentration needed by the controlling Captain, an assistant will be helpful in ensuring that Interactive Elements are relayed to HQ in a timely manner.

Claugiyliamatar is an ancient green dragon, and a formidable opponent. However, the actions of the heroes have an impact. The Captain playing the dragon and the DMs of the table it is attacking should check to see if the following element flags are active.

Green Flag. Because the horn never summons her, Claugiyliamatar is late in flying to the stronghold and cannot attack a table during their first round of combat. (While the dragon has scryed upon the heroes, she primarily has done so to decide which faction of the Cult of the Dragon to support. She never suspected the heroes had a chance of actual success.)

White Flag. The ghosts once bound by the necromancer may sacrifice themselves, once per table, to cause any attack action by the dragon to have no effect.

Purple Flag. The fey bargain was accepted. King Witchthorn shields the heroes in several key ways:

- Immunity to poison and *frightful presence*.
- The dragon's attacks can do no more than 10 points of damage at one time.
- The character's attacks against her receive a bonus, effectively giving her AC 16. Her saving throws are unaffected.

If circumstances allow, the Captain playing Claugiyliamatar should read the following once the dragon enters the battle. If unable to address all of the players at once, the Commander playing the dragon should read it as the dragon moves from table to table. He or she should also feel free to roar, snarl and insult as necessary.

A deafening roar and the beat of massive, leathery wings shakes you to the core as the wind reaches staggering speeds; scattering debris and bodies like trash on the wind.
"Behold, wretched ones!" Claugiyliamatar roars in fury, "The price of your hubris is at hand!"

THE DRAGON'S ACTIONS

By the time she has approached the first table, she has expended all of her daily uses of *legendary resistance*. She also **does not use her legendary actions** during the battle.

The following is a general guideline for the dragon's actions during Part 3 of the adventure. As this adventure is designed for large conventions, it provides extensive detail on the encounter. However, if you feel that it does not run smoothly in smaller venues, please feel free to modify it as you see fit. Typically, Claugiyliamatar will act as follows during the battle.

First Round. The dragon approaches a random table in the section and uses her breath weapon on the party assembled there. Take advantage of this opportunity and ask the characters at the table to make Dexterity saves although if the **purple element flag** is up, they will not be necessary. Once everyone has rolled, describe the breath weapon as having no effect. She bellows in anger when she discovers this and curses King Witchthorn; knowing this to be his work.

Claugiyliamatar changes her plans during the following rounds, and picks her targets carefully—she has no intention of dying today.

Subsequent Rounds. She plans to fight only the weakest groups. To represent this, each time she approaches a new table, each character at that table may make one action against her without spending an action. It can be any type of attack (including melee as she flies near) against **AC 16**. A siege weapon can be used against her if under the control of the party and a character is adjacent to it. These bonus actions occur outside the order of initiative should be made immediately upon the dragon arriving at the table.

The combined damage of the party for these bonus attack(s) determine her actions for the round:

- **More Than 5 Damage per Conscious Character.** She does not attack that round; she instead flies away to attack another table. For example, if a squad of 5 conscious characters deals 25 or more combined points of damage to the dragon, she does not attack; instead fleeing to seek weaker prey.
- **Less Than 5 Damage per Conscious Character.** She does not land or enter initiative, but rather uses *multiattack* immediately; attacking with her *bite* and *claw* attacks and disengages once the attacks are

resolved. Each attacks is made against a different target and deals 10 damage when it hits. If the **white element flag** is present, the table can use the ghosts to cancel one of these attacks if they wish.

MOVING ON

Once the dragon leaves a table, she moves to an adjacent one. Ideally, the dragon shouldn't visit the same table twice until it has attacked all of the other ones in the section first. If your sections are on the small side, and you feel that the dragon is attacking too frequently, let the controlling Captain know.

By the time she has approached the first table, she has expended all of her daily uses of *legendary resistance*. She also **does not use her legendary actions** during the battle.

ATTACKING FROM RANGE

Due to Claugiyliamatar's size, she presents quite an easy target from afar. If the dragon is attacking a table adjacent to a squad, members of that squad may make ranged attacks against the dragon. If they choose to, however, these attacks are made with disadvantage due to the tumult of battle, smoke in the air, and other distractions.

DEVELOPMENT

If the party is very hurt, the dragon can instead attack the terrain. She could collapse a wall, knock down a tree, destroy a siege weapon, etc. This should have a tactical impact on play, such as to pin a character to the ground or cause a character to have to use skills to reach a foe.

VICTORY CONDITIONS

Claugiyliamatar has no intention of dying during the battle. It takes a total of 40 points of damage per squad to defeat (read, not slay) the dragon and convince her to leave the battle. Similarly, she flees if all of the squads in the section have achieved victory (see Victory Conditions).

IMMEDIATE INTERACTIVE ELEMENT

Once the characters drive Claugiyliamatar from the field of battle, the Squad Leader will inform **HQ**. Once this happens, the Commanders will announce the faction champion table's victory!

Once Claugiyliamatar flees the battle, read the following.

The dragon roars in anger and fear as dark blood streams from a hundred different wounds on her body. The blood roils and spits as it strikes the ground, sending up small clouds of acrid green fumes.

"Curse you, vermin! Curse your causes! Soon you will all reap the dire rewards for your aspirations!

With two great beats of her wings, the dragon's massive body hurtles over the treeline, and vanishes into the distance.

The great dragon, Claugiyliamatar has fled!

CLAUGIYLIAMATAR'S STATISTICS

CLAUGIYLIAMATAR, OLD GNAWBONES

Gargantuan dragon, lawful evil

Armor Class 21 (natural armor)*
Hit Points 385 (22d20 + 154)**
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11
Skills Deception +11, Insight +10, Perception +17,
Persuasion +11, Stealth +8
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 22 (30,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS***

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target.
Hit: 19 (2d10 + 8) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target.
Hit: 22 (4d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target.
Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS****

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

*Reduced to AC 16 if the Purple Flag has been raised

**After 40 hit points of damage, the dragon moves on to another group

***No more than 10 damage per attack if the Purple Flag has been raised

****No legendary actions during the adventure

ADVENTURE RESULTS

Expected Duration: 10 minutes

HQ will determine success at the end of the event, prior to the players receiving rewards from their individual DMs.

The remaining results will be tallied and announced after the event is complete.

INTERACTIVE ELEMENT

At the end of the adventure, each Captain will tally the points of their tables' Score Reports and come up with a total score for the tables that they represent. These scores will then be reported to the Commanders who will then determine which faction has the most points. The winning faction captures the *Green Dragon Mask* at the end of the battle.

DETERMINING SUCCESS

Each of the three missions; majority of tables successful. The attack on the stronghold is successful! The forces of evil are routed and flee. The factions within the Cult of the Dragon turn to fighting each other briefly before retreating. The Thayans also depart, swearing vengeance. Claugiyliamatar retreats to her lair to lick her wounds and scheme anew.

Two of the three missions; majority of tables successful. A majority of tables succeeded, the attack is a partial success. The factions arrive and together with the heroes the stronghold finally falls.

One of the three missions; majority of tables successful. The stronghold has taken significant damage but does not fall. The factions and noble families attack the stronghold, suffering heavy casualties. The stronghold eventually falls, but at a great cost to the factions.

Majority of all tables unsuccessful. The stronghold still stands and the factions and heroes are repelled.

There is a cry of victory as the last of the cultists and hobgoblins are slain, surrender, or flee into the forest.

This victory came at a cost, however. The ground is littered with the dead and it isn't until you see them that you realize just how profound this effort truly was.

Both the dead and the living are clad in a hundreds of different colors with hundreds of different devices sewn into tabards and flags, and painted onto shields and breastplates.

A booming voice rings out in adulation and looking up, you see Valero standing atop a nearby tower—the heraldry of House Brokengulf raised high above his head.

A resounding cheer erupts from the remaining forces as hats and gloves are thrown into the air in triumph!

OTHER RESULTS

HQ will tally up the other results obtained from the missions and reveal the following details in the post-event ceremony.

THE CULT OF THE DRAGON

HQ determines which splinter group of the Cult of the Dragon, old or new, was targeted the most by the characters. That organization loses Claugiyliamatar's support.

FACTION DEVELOPMENTS

HQ totals the points each faction earned during the interactive. The winning faction is chosen to guard the *Green Dragon Mask*, if it was reclaimed by the faction champion table.

At this point, the Commanders should have an indication of where each faction stands in so far as points are concerned. The winning faction is announced and the winner of the *Green Dragon Mask* is announced and brought up to claim his or her prize.

The winner of the *Green Dragon Mask* is the first applicable player in descending priority:

- The member of the winning faction at the table.
- In case of tie, whomever wins an opposed, unmodified d20 check.
- The first member of the winning faction in consulting the **marshalling**.