



RECLAMATION OF PHLAN

For too long, the Maimed Virulence has held Phlan in its grasp. The factions have begun to muster and sounded the call to battle throughout the Moonsea. Allies new and old will be called upon to aid in their attempts to reclaim the ancient town. Are you one of the few bold enough to answer the call to battle?

A 4-hour Epic adventure for 1st-16th level characters



Will Doyle
Adventure Designer

Adventure Code: DDEP4

Development and Editing: Claire Hoffman, Greg Marks, Travis Woodall

Organized Play: Chris Lindsay

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

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

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

DDEP4: Reclamation of Phlan

For too long, the Maimed Virulence has held Phlan in its grasp. The factions have begun to muster and sounded the call to battle throughout the Moonsea. Allies new and old will be called upon to aid in their attempts to reclaim the ancient town. Are you one of the few bold enough to answer the call to battle?

Introduction

Welcome to *Reclamation of Phlan: a D&D Epics™* adventure, part of the official D&D Adventurers League™ organized play system and the *Ravenloft™* storyline season. **This adventure supports the following tiers of play:**

- **1st through 4th-level characters** (optimized for five 3rd-level characters)
- **5th through 10th-level characters** (optimized for five 8th-level characters)
- **11th through 16th-level characters** (optimized for five 12th-level characters).

Each table must seat characters of the same tier. This is a special four-hour interactive adventure, designed for many tables playing together. Guidelines for coordinating this event appear in a separate document.

Background

The green dragon Vorgansharax has conquered Phlan and seized control of the Cinnabar Throne. With nowhere to hide, refugees fleeing the town have thrown themselves at the mercy of Mulmaster's cruel Zors. Marshaled by the Knights of the Black Fist, an alliance of heroes has arisen to reclaim Phlan and bring order to the North.

It is winter, and fog from the Quivering Forest has frozen the Moonsea. Vorgansharax has reinforced the town gates, but isn't expecting an attack from the sea. To exploit this, Knight Commander Greycastle plans to sneak her army over the ice on sleighs. Heroes mounted on griffons will provide air cover, while a unit of dragonslayers breaks into Valjevo Castle to slay the Maimed Virulence.

Greycastle knows that the evil spirit Tyranthraxus possesses the dragon. She doesn't know that the Flamed One has forged a pact with the dark powers of Ravenloft! Tyranthraxus has raised the dead of Valhingen Graveyard, and bolstered his army with zombies!

Overview

Reclamation of Phlan is a deadly quest to slay a dragon and liberate a town from evil. Interaction between tables is vital, as success depends on reporting victories, coordinating attacks and assisting allies. You must be supportive of players or administrators interrupting play to deliver news.

As Dungeon Master, you should read the adventure and familiarize yourself with the Administrative Guidance document before play. The stakes have never been higher, as your group could determine the fate of major characters in the storyline. If you don't know the rules, ask another DM for guidance!

Adventure Tracks

Players experience one of three adventure tracks. Each track plays out at the same time, but takes place in different locations in and around Phlan.

- **Tier 1 Track "Lion" (levels 1-4).** After establishing a beachhead, these heroes must liberate the streets of Phlan. Each district has its own quests, from capturing siege engines to disrupting cult rituals.
- **Tier 2 Track "Eagle" (levels 5-10).** Mounted on griffons, these heroes muster a rebel army from the hamlets outside Phlan. Information found on other tracks can guide them to powerful allies!
- **Tier 3 Track "Broadsword" (levels 11-16).** Only the bravest dare to venture inside the dragon's lair! These heroes have the toughest job, but successes on other tracks improve their chances of survival.

Before play begins, check that everyone on your table has characters of the appropriate level. If a player possesses a character of the wrong tier, consult with the Epic Staff running your event.

Encounters and Quests

To ensure that the adventure is run in a 4-hour time slot, each table are expected to complete **two encounters and two quests** during the course of the adventure. If a group has completed two quests and the DM feels there is sufficient time to complete a third before undertaking the quests, that is fine; but at no point should the characters's chances of completing both quests be at risk.

Banners and Maps

Your track has a large **war map** on display at HQ. During play, each group moves their **banner** across the war map to show where they're fighting. Administrators use the map to assign special events to the different groups.

Your adventure pack contains a banner and a **tracking sheet** for your table. Whenever your group

moves to a new sector on the map, one of your players must visit headquarters to move the banner. Before play begins, write your table number on the banner. At the end of the event, return your adventure pack to the administrators.

Interactive Elements

Each track has interactive elements that affect other tracks. These unlock new sectors on the map, modify special encounters, or introduce NPCs that the administrators control.

When an interactive element occurs, the administrators raise a colored flag at headquarters. Don't worry if you miss the announcement, as the adventure text instructs you when to check for flags.

Contact an administrator if your players take an unscripted action that affects other tables. If the administrative team deems it appropriate, they'll announce a ruling that may impact other players on the same track.

Victory Points

As your group completes encounters, they earn victory points (see 'Running the Game', below). These are added to the track's victory pool. When the victory pool hits a chosen threshold, the players have successfully beaten the track.

Make sure you hand your tracking sheet in at the end of the event, and check the noticeboards afterwards to find out who won.

Use the tracking sheet to record victory points. In addition, use the tokens provided in your adventure pack to report victories to headquarters.

Recurring Characters

Reclamation of Phlan features a large cast of NPCs drawn from all three storyline seasons. Prior knowledge of these characters isn't essential, but you should read the sidebars carefully to understand their place in the story.

When introducing a recurring character, remind the group which Expedition the character appeared in. If any players completed that scenario, make sure to angle the dialogue towards them. Recognition of prior meetings improves the story's continuity for all involved.

Running the Adventure

Read the following rules carefully. The tracking sheet provides a summary for quick reference at the table.

Movement on the War Map

Each war map is divided into sectors. The adventure text tells you where your group starts on the war map.

- When your group enters a new sector, one of the players visits HQ and asks the Epic Staff to move the group's banner to that sector on the war map.
- The group must play an encounter in the sector when they enter it (see below). Each sector has its own encounters.
- If they survive, the group can move to an adjacent sector, play another encounter, or undertake a quest in their sector (see below).

Players cannot split the group to explore different sectors.

Sector Encounters

Refer to the referenced sections for full details on sector encounters.

Creating Encounters in Advance

Aside from Difficulty (see, below), the other components of the encounter can be determined in advance. It is recommended that the DM do so well enough in advance to save on time.

This will also allow the DM to save time by having maps pre-drawn, miniatures selected, and other tasks associated with running an encounter ready to go at the drop of a hat.

It is recommended that DMs prepare 1 encounter for each sector in their track. This will still allow the players the freedom of choice without sacrificing time.

Encounters consist of **five components**, detailed below:

1. Difficulty

Before a sector encounter begins, the players choose the difficulty: Medium, Hard or Deadly. The text explains how to modify each encounter appropriately. Higher difficulties earn more victory points and treasure.

2. Goal

Use the tables provided to construct each encounter on-the-fly. Use your imagination to tie random elements together. If you prefer, you can choose from the tables instead of rolling.

3. Treasure

If the group wins, they can ransack the following treasures from their enemies. **The amount found is per character:**

Encounter Treasure

Track	Medium	Hard	Deadly
Lion	5gp	10gp	15gp
Eagle	20gp	40gp	60gp
Broadsword	60gp	120gp	180gp

Treasure appears as funereal trinkets, cult ornaments, tribal charms, or other items suitable to the creature the treasure was retrieved from.

4. Victory Points

If the group wins, they earn victory points:

Difficulty	Victory Points
Medium	3
Hard	5
Deadly	7

5. Completion

Once a table completes an encounter, the DM of that table performs the following:

- Total any **victory points** won to the group's tracking sheet.
- Ask a player to **deliver the victory points to HQ**, using the tokens provided in your adventure pack. The Epic Staff then add the points to the track's victory pool and move the group's banner on the war map (if needed).

Time Suggestion

Make sure to let your characters know that completion of the encounter's goals is more important than killing or destroying everything on the play field. Once your group has succeeded at their goals, they should tactically withdraw and move on to their next objective!

Quests

Quests are deadly missions that play pivotal roles in the success or failure of the event. See the referenced sections for full details on quests. Each quest consists of the following **five elements**:

1. Difficulty

Quests have fixed difficulties. The players do not choose difficulty.

2. Treasure

Quests earn greater rewards than sector encounters. If the group wins, they can ransack the following treasures from their enemies:

Quest Treasure

Track	Quest Treasure
Lion	50gp per character
Eagle	200gp per character
Broadsword	600gp per character

3. Magic Items

Quest treasure also includes **magic items!** When a group completes their first quest, they win the first magic item listed under Rewards (detailed at the end of the track). When they complete their second quest, they win the second magic item listed.

4. Boons

If the group completes a quest, they earn **one or more boons**. Boons are special bonuses that aid other groups participating in the event. Players cannot keep boons for themselves.

The adventure contains certificates for every boon available on your track. When your group wins a boon, fill out the appropriate certificate and hand it to the players. The players can then award the boon to another group on the specified track or hand it in to HQ. The administrators will then assign it to a valid group.

4. Victory Points

Each quest awards a varying amount of victory points (see the tracking sheet for details). The group must complete their main objective to win the victory points.

Short and Long Rests

The adventure plays out across just a few hours of game time. Characters cannot afford to take long rests, and may only take one short rest. Opportunities to earn additional short rests occur during play. Before the game begins, ensure your players know that they will only be able to take one short rest.

Character Death

Reclamation of Phlan is a lethal adventure. When a character dies, the player has two options. First, a passing faction ally can raise them for the usual cost. The group must expend their short rest to allow this. Second, they can choose to have the Dark Powers of Ravenloft resurrect the character for free. If the player chooses resurrection, the character returns to play at the start of the next round with full hit points and spells.

Resurrection leaves a pall on the character. Roll once on the following table to determine the character's 'dark gift'. Each time the character dies and is resurrected, they can roll for an additional gift.

Dark Gift

Roll 1d4	Dark Gift
1	The character's eyes melt away, leaving dark, empty sockets. The character has disadvantage on all Charisma (Persuasion) checks, but gain blindsight (30 ft.). The character is blind beyond this distance.
2	The character develops gills. The character can breathe underwater, but suffers disadvantage on Constitution saving throws when not fully submerged.
3	The character's skin is cold and clammy to the touch. The character gains resistance to cold damage.
4	At night, the character can spend a hit die to move through solid objects as though they were difficult terrain. The character takes 5 (1d10) force damage if they end their turn inside an object. The character counts as an undead creature for the purposes of spells and effects such as <i>turn undead</i> .

Dark gifts last until an ally casts *remove curse* on the character. If a character accepts resurrection, that character earns the ***Touched by the Mists*** story award (see Rewards, at the end of each track).

Adjusting for Difficulty

The adventure contains guidance for adjusting difficulty based on group strength. Even so, your group may find an encounter too hard or too easy. Use the following optional rules to compensate for this.

Allied Reinforcements

All encounters take place in the thick of battle. If the encounter seems too hard, add 1d3 allies to the deployment zone at the end of the round.

Track	Reinforcement Unit
1: Lion	Guard
2: Eagle	Scout
3: Broadsword	Veteran

The players control the allies. Each ally acts at the end of its controlling player's turn. When the encounter ends, the allies fall back.

Enemy Reinforcements

If the encounter seems too easy, add one or more enemies to the reinforcement zone at the end of the round. For sector encounters, choose these from the Henchmen column of the Encounter Opposition table. Alternatively, add 1d3 enemies appropriate to the track:

Track	Reinforcement Unit
1: Lion	Kobold
2: Eagle	Dragonclaw
3: Broadsword	Dragonfang

Spending Victory Points

During combat, you can offer opportunities to spend victory points on beneficial effects. Deduct any spent victory points from the group's tracking sheet. This does not affect the points accumulated in your track's victory pool.

Spending Victory Points

Cost	Header
1 Victory Point	An allied cleric casts <i>cure wounds</i> on one character, healing 3d8 per track + 6 hit points.
3 Victory Points	1d3 allied reinforcements appear in the deployment zone.
5 Victory Points	An allied cleric casts <i>Remove Curse</i> or <i>Revivify</i> on one character. This also restores the character's hit point maximum to full if it has been lowered by a life draining effect.

Intro: Mustering the Heroes (All Tracks)

The adventure begins at sea, with a gathering of adventurers onboard the *Gilded Trophy*. All adventure tracks share the same briefing.

Mission Briefing

At the start of the event, one of the administrators reads the mission briefing aloud. The briefing is reproduced here for your benefit:

You stand on the deck of the *Gilded Trophy*. It is winter, and fog has frozen vast swathes of the Moonsea. Summoned by your factions, you have set sail to reclaim Phlan from the Cult of the Dragon! Knight Commander Jhessail Greycastle addresses the alliance from the ship's upper deck.

"I remember the day the dragon took our town. When that green bastard tore the roof from Valjevo Castle, and its cultists crawled like vermin from the sewers. My knights failed Phlan that day. It was *you* who saved those refugees, and led them on their long journey to Mulmaster!

"We've licked our wounds too long! Winter has come, and these mists can work in our favor. The dragon has fortified the roads into Phlan, but won't be expecting a night attack from the frozen sea. It's time to take back what is ours!

"We attack in three banners! The lion will cross the ice on sleighs to liberate the streets! The eagle will secure the skies on griffons! The broadsword will teleport into Valjevo Castle to slay the dragon!

"The Cult of the Dragon is finished. Together, let us be the hammer that seals their coffin forever!"

Background: The Knights of the Black Fist

After the unexpected death of the Lord Protector, Phlan's militia seized control of the town. A bloody coup tore them apart, with fully half their members defecting to Vorgansharax. Lord Regent Ector Brahm died in the revolt, and Knight Commander Aleyd Bural was later slain by adventurers after she succumbed to the lure of the Cults of Elemental Evil.

Command of the decimated order has fallen to Jhessail Greycastle (DDEX1-14 *Escape from Phlan*), a firebrand sworn to reclaim Phlan or die trying. In season 1, your players may have freed Jhessail from Vorgansharax's clutches. If so, she's spent every day since preparing her return.

Before play begins, ask each player to describe their character to the rest of the group. Once they've introduced themselves, read the following aloud.

Griffons screech overhead, and hounds bark from the sleighs. The knights escort you to a candlelit cabin, where a trio of officials leans over a map of Phlan.

The First Lord of Hillsfar beckons you forward. Zor Gos of Mulmaster stands nearby, swilling a glass of brandy. Elanil of Elventree studies the map.

"There's something odd about these mists", mutters Elanil. "The Moonsea hasn't frozen this swiftly for years. Could this be the influence of the Pool of Radiance?"

The First Lord frowns, but doesn't reply. Instead, he addresses you.

"We believe that a spirit from the pool, Tyranthraxus, has possessed the Maimed Virulence. Long ago, this spirit pulled the same trick on a different dragon, Srossar. It brought Phlan to its knees. If you uncover information about Tyranthraxus during your mission, deliver it to us immediately. Understood?"

Zor Gos hands you a folded map.

"These are your orders. I can answer any questions you have"

Give the players their tracking sheet:

Track	Handout
1. Lion	L-1
2. Eagle	E-1
3. Broadsword	B-1

Background: Vorgansharax

Covert and secretive, the Cult of the Dragon was once devoted to the creation and proliferation of dracoliches. A schism in the cult led to the rise of a new order, sworn to freeing Tiamat from her imprisonment in the Nine Hells. This created deep rifts in the cult that contributed to their eventual downfall. As told in *Hoard of the Dragon Queen* and *Rise of Tiamat*, an alliance of heroes prevented Tiamat's escape, and drove the cult from the Sword Coast. Refugees have amassed on Phlan, the cult's last bastion of power in the North.

Vorgansharax was born of the green dragon Claugyliamatar, who rules the forest of Kryptgarden far to the west. Claugyliamatar sold her offspring to the Cult of the Dragon, who send him to Phlan to secure the Pool of Radiance and return it to its former power. Now possessed by Tyranthraxus, the dragon seeks nothing less than total dominion over the North. Only a few cultists know of his possession, but rumors are spreading fast.

Adventure Track Briefing

Use the following information to brief your players on their mission. **To avoid unnecessary details, only brief the players on the track they're playing.**

Tier 1 (Lion) Track Briefing

Group Lion crosses the ice on sleighs. Their orders are to:

- Establish a beachhead and draw Vorgansharax's troops away from the castle. This will drive Group Broadsword into the dragon's lair!
- Secure the town district-by-district, rescuing civilians and capturing key locations. Expect heavy resistance.
- A magic thicket of vines and brambles surrounds Old Phlan, making it impossible to enter. Group Eagle has orders to burn the thicket with fire bombs. If they succeed, Group Lion can liberate Old Phlan.

Some elite groups have special quests:

- When the bay is secure, a chosen group will relight the beacon on Sokol Keep. This is a signal for Group Eagle to blow up the Stojanow Gate, opening a line of supply into the dragon's lair.
- A chosen group will enter Valhingen graveyard to raise Doomguide Glandon from the dead. His knowledge of the catacombs is sure to help Group Broadsword.

Tier 2 (Eagle) Track Briefing

Griffons from the Earthspur Mountains carry Group Eagle into battle. Their orders are to:

- Provide air support for Group Lion and bomb the magic thicket surrounding Old Phlan.
- Muster a rebel army from the surrounding villages, and attack any cultists stationed outside the gates.
- Seek and destroy the orc war bands hiding in the Grass Sea. Group Broadsword will search the keep for information on their whereabouts, and relay any findings to Group Eagle. Until then, the Grass Sea is off-limits.

Some elite groups have special orders:

- When Group Lion gives the signal, a chosen squad will use an alchemical weapon to blow up the Stojanow Gate, opening a line of supply to the dragon's lair.
- Another group will be dispatched to destroy the Pool of Radiance in Kranun's Crater. If they succeed, Tyranthraxus won't be able to escape this world.

Tier 3 (Broadsword) Track Briefing

The Brotherhood of the Cloak will teleport Broadsword into the tunnels beneath town. The heroes' orders are to:

- Move through the dungeons to secure the outer bailey between Valjevo Castle and the Stojanow Gate. Members of the Welcomers – Phlan's local thieves' guild-turned-freedom fighters – wait in the tunnels to guide them.
- Determine where the dragon has deployed its orc forces outside town, and relay the information to Group Eagle.
- As Group Lion draws the defenders from the keep, Broadsword will force entry into the dragon's lair. A magical thicket of brambles and vines has swallowed the castle. No one knows what lies within.
- Slay Vorgansharax, the Maimed Virulence, Tyrant of the Cinnabar Throne. If Group Eagle succeeds in blowing up the Stojanow Gate, other tracks can provide support. If not, the heroes are on their own!

One elite group will receive special orders:

- When the lair is breached, a "suicide squad" will face the dragon alone to gather a sample of its blood. The Cloaks will use this in a ritual to trap Tyranthraxus inside the dragon's body.

Background: Tyranthraxus

The following information about Tyranthraxus is available to all tracks:

Also known as "The Possessing Spirit" and "The Flamed One", Tyranthraxus is an extraplanar entity who seeks dominion over all life on Toril.

Tyranthraxus can possess any creature that comes near, and can read the minds of those he looks upon.

In spirit form, he can hide within magic liquids. It's believed he was able to possess Vorgansharax by concealing himself in a gift of water from the nearby Pool of Radiance.

Faction Assignments

Opportunities for extra renown appear within quests.

Roleplaying the Alliance Leaders

It is presumed that Vuhm Yestral is the new ruler of Hillsfar, who rose to power through a bloody coup. Check with your event staff to verify the results of the season's critical events.

Regardless, the new First Lord repealed the First Law of Humanity and reopened trade routes into the Elven Court. The First Lord's rise to power played out across the third season of D&D Expeditions™.

Elanil Elassidil serves as the de facto leader of Elventree, a position she's held for nearly a century. The so-called 'Moonsilver Herald' was first encountered in DDEX3-3 *The Occupation of Szith Morcane*, where she fought against drow raiders. She reappeared in DDEX3-7 *Herald of the Moon*, where the adventurers helped her bring peace to the restless spirits of her past.

Zor Garwyl Gos was once a foppish noble of Mulmaster, but the depredations of the Cults of Elemental Evil forced him to take a stand against tyranny. He first appeared in DDEX2-5 *Flames of Kythorn*, where the adventurers investigated his wife's murder. He reappeared as their patron in DDEX2-6 *Breath of the Yellow Rose* and DDEX2-9 *Eye of the Tempest*.

lich, but perfume and illusion mask any features that would betray his true nature.

Quote: "Such knowledge is above your rank, Brother."

Final Preparations

After the characters have been briefed, the alliance is separated into groups and sent on their missions.

Group Leader

Each group chooses one character as **Group Leader**. If the players cannot agree on a course of action during the adventure, the Group Leader makes the decision. The Group Leader also relays any messages to the administrators.

Sending Stone

The Cloaks give each Group Leader a *sending stone* that allows them to communicate with the NPCs in charge. There is no limit to how often the characters can use the stone. During play, you can use the *sending stone* to offer advice and suggestions when requested.

Tracking Sheet

Players should write their characters' names on the tracking sheet and choose a valiant group name.

Help from the Brotherhood

The Cloaks summon any characters with at least one rank in their Brotherhood.

A figure cloaked in black finery stands at the prow of the boat, gazing out to sea. As he turns, you recognize the mithral mask of Senior Cloak Rastol Shan.

"Greetings, Brother Cloak. Let us walk a moment."

Shan offers to teleport his allies behind enemy lines. At any time during play, the Cloaks can teleport the group to a new sector on the war map. This includes locked sectors. Any mounts that the characters have with them are also teleported.

The group can call on this favor once per Brotherhood member in the group, or once for each rank that a single member has--**whichever is higher**.

Roleplaying Rastol Shan

Shan is solemn in business, but cryptic about his aims. He was last seen in DDEX2-14 *The Sword of Selfaril*, where he masterminded a plot to usurp the High Blade. Rastol Shan is a

Track 1 (Lion): Encounters

This adventure track is for 1st through 4th-level characters. Each table must only seat characters of this tier.

Introduction

Read the following aloud when the players are ready to begin:

Under a gibbet moon, the alliance thunders towards Phlan. Dozens of sleighs flank your own, moving in a great line across the ice. Chill air stings your skin, and tendrils of mist swirl around your sleigh.

Up ahead, a fogbank obscures the town. The lights of civilization glow eerily within, masked by the hulking shadow of Sokol Keep. As you draw close, Commander Greycastle signals the charge.

Then, as you plunge into the fogbank, gasps of surprise erupt all around. Between you and the keep, an army of undead shambles across the ice!

Ask your Group Leader to place the banner in Sector L-A on the war map. The group must now resolve an encounter in this sector (see below).

War Sleighs

The war sleigh has the following statistics.

War Sleigh

Speed	Passengers	AC	HP	Damage Threshold
30ft	8	12	50	5

A team of eight mastiffs pulls the sleigh. The mastiffs cannot attack while harnessed, and run away if the sleigh crashes.

Sleigh damage

The sleigh is immune to damage unless it takes damage equal to or greater than its damage threshold. If so, it takes damage as normal. The sleigh crashes if its hit points drop to 0. If the sleigh crashes, all characters onboard fall prone and take 11 (2d10) bludgeoning damage.

Riding the War Sleigh

Characters use the Mounted Combat rules when riding the sleigh (see the Player's Handbook). Characters onboard the sleigh have half-cover against attacks (+2 AC and Dexterity saving throws). One character pilots the sleigh. This doesn't require an

action, but the character must ride at the front of the vehicle.

As an action, the driver can perform a *ram* attack, moving the sleigh up to its speed and passing through the spaces of Medium or smaller creatures. Any creature in the sleigh's path must succeed on a DC 12 Dexterity saving throw to leap out of the way. On a failure, the creature takes 6 (1d8+2) bludgeoning damage and falls prone in the nearest unoccupied space.

Sector L-A: Frozen Bay

When the players enter this sector, read the following aloud:

Across the ice, your allies battle with the undead. Griffons swoop overhead, and black arrows whistle from the shoreline. Greycastle's voice crackles through the sending stone.

"Gods' blood! We're neck-deep in the dead here! Hack them down, and seize the harbor! We need to find out where these horrors are coming from!"

Encounter Objective

Roll on the following table to determine the group's goal. Commander Greycastle briefs the characters through the *sending stone*.

Frozen Bay Objective

1d4	Objective
1	Direct air strikes
2	Conquer and hold
3	Reinforce location
4	Defeat enemy champion

1. Direct Air Strikes

"Seize that location! Eagle can provide air support, but they're firing blind in this damn fog! I need you to light their way!"

To win, the characters must defeat all enemies.

Before combat begins, a gnome sapper gives a flare to each character. The flares are improvised weapons with the thrown property (range 10/30). One round after a flare lands, all creatures within 15ft. of the flare take 16 (3d10) fire damage as Eagle's griffons carry out an airstrike (half damage on a successful DC 12 Dexterity saving throw).

2. Conquer and Hold

"The enemy musters on that location! Seize control, and hold fast against the dead until reinforcements arrive!"

To win, the group must prevent the enemy from occupying the victory zone for three consecutive rounds. Only count enemies that are inside the victory zone at the end of a round. The enemy tries to stop them. At the end of each round, add one zombie to the reinforcement zone. If the group holds the location, allied forces wipe out any remaining enemies.

3. Reinforce Location

"Seize that location! If you hold the line, reinforcements can fortify your position!"

To win, the characters must defeat all the enemies. If one or more characters occupies the victory zone at the end of the round, add 1d3 loyal guards to the deployment zone. The players control the guards. If they win, the guards remain behind to hold the area.

4. Defeat Enemy Champion

"The dead muster around unholy champions! Fell them, and our forces will rally around you!"

To win, the characters must defeat the enemy champion(s). Each champion has full hit points. At the end of every round, add 1d3 zombies to the reinforcement zone if the champion is still alive. When the champion falls, allied forces wipe out any remaining enemies.

Encounter Opposition

The walking dead hold these locations. Roll once on each column to determine the opposition for this encounter.

Frozen Bay Opposition

1d4	Champion	Henchmen
1	1 Wight	3 Ghouls
2	1 Mummy	3 Specters
3	2 Ghasts	9 Zombies
4	2 Ogre Zombies	2 Ghouls and 3 Zombies

Encounter Difficulty

- For a Hard encounter, add two ghouls.
- For a Deadly encounter, roll twice on the Henchmen column. At the end of each round, 1d3 zombies enter from the reinforcement zone.

Adjusting the Encounter

Use one of the following adjustments. These are cumulative with any modifications based on difficulty:

- **Very Weak Group:** Replace any ghouls or specters with zombies. There can be no more than 6 zombies (12 for Hard or Deadly encounters).
- **Weak Group:** Remove 1 ghoul or specter, or 3 zombies.
- **Strong Group:** Add 2 ghouls for every 3 characters in the group.
- **Very Strong Group:** Add 1 ghoul for every character in the group.

Encounter Location

Encounters take place on the frozen quayside, or out on the ice. Map L-A contains battle maps for these locations.

Frozen Bay Locations

1d4	Location
1	Frozen jetty
2	Boatyard
3	Ice-locked ship
4	Harbor bell

General Features

Lighting: These locations are dimly lit. Creatures without low-light vision have disadvantage on Wisdom (Perception) checks that rely on sight.

Cover: Crates, barrels or wagons count as difficult terrain and grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

Ice: If a creature moves more than half of its speed on foot across ice in a single turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

Thin ice: When a creature steps onto thin ice or starts its turn on thin ice, roll a d20. On a 9 or lower, the ice breaks and the creature plunges into the water beneath. When thin ice breaks, it creates a zone of thin ice that extends for 5ft in every direction around the rupture.

Water: Any living creature that involuntarily enters the water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion. A living creature that starts its turn in the water takes 2 (1d4) cold damage.

Sector L-B: Harbor

When the players enter this sector, read the following aloud:

The docklands slump together like driftwood on a reef. Ramshackle dwellings lean on their neighbors, held in place by rope and scaffolds. Beneath their crumbling eaves, narrow alleyways thread through the fog.

Encounter Objective

Roll on the following table to determine the group's goal. Commander Greycastle briefs the characters through the *sending stone*.

Harbor Objectives

1d4	Objective
1	Escort the healer
2	Steal enemy orders
3	Ambush patrol
4	Capture officer

1. Escort the Healer

"Our forces have set up a field hospital in your vicinity. I need you to escort one of our clerics to the hospital so she can marshal the nurses."

To win, the group must escort an allied acolyte through the area to the reinforcement zone. The enemies aren't immediately aware of the group's presence, so the characters could use stealth or trickery to bypass them. If the **acolyte** survives, the encounter ends when the last character exits the area.

2. Steal Enemy Orders

"My spies tell me that kobold runners are relaying orders behind enemy lines. I need you to capture one alive so we can get the drop on the dragon's plans!"

To win, the group must steal a scroll of enemy orders. The kobold carrying the scroll enters from the reinforcement zone at the end of the first round. If the **kobold** delivers the scroll to the deployment zone, it escapes into the alleys and the group fails. If the group steals the scroll, the encounter ends when the last character exits the area.

3. Ambush Patrol

"An enemy platoon is on route to flank one of our positions. I need you to ambush them before they get the chance."

To win, the group must defeat all of the enemies. The characters know about the approaching patrol, and can deploy anywhere on the map before it arrives. Once the characters are in place, the enemies enter from the reinforcement zone. Any reinforcements in this encounter do not count towards victory.

4. Capture Officer

"My spies tell me the dragon plans a counterattack. I need you to capture an enemy officer alive so we can interrogate him about this plan."

To win, the characters must capture the champion alive and escape the area. When they subdue the champion, a patrol of four **hobgoblins** enters from the reinforcement zone. The encounter ends when the last character exits the area.

Encounter Opposition

The dragon's fanatics reinforce the harbor. Roll once on each column to determine the opposition for this encounter.

Harbor Opposition

1d4	Champion	Henchmen
1	1 Hobgoblin captain	3 dragonclaws
2	1 knight	2 dragonclaws and 2 ambush drakes
3	1 veteran	6 hobgoblins
4	2 cult fanatics	2 dragonclaws and 2 hobgoblins

Encounter Difficulty

- For a Hard encounter, add two **dragonclaws**.
- For a Deadly encounter, roll twice on the Henchmen column. At the end of each round, 1d4 **kobolds** enter from the reinforcement zone.

Adjusting the Encounter

Use one of the following adjustments. These are cumulative with any modifications based on difficulty:

- **Very Weak Group:** Replace any **dragonclaws** with **hobgoblins**. There can be no more than 4 **hobgoblins** (8 for Hard or Deadly encounters).
- **Weak Group:** Remove 1 **dragonclaw** or 2 **hobgoblins**.

- **Strong Group:** Add 2 dragonclaws for every 3 characters in the group.
- **Very Strong Group:** Add 1 dragonclaw for every character in the group.

Encounter Location

Encounters occur in the tangled streets of the harbor. **Map L-B contains battle maps for these locations.**

Harbor Locations

1d4	Location
1	Outside the Laughing Goblin
2	Denlor's Tower
3	Yard of Cockburn's Grocery
4	Ruins of City Hall

General Features

Lighting: These locations are well lit with torches.

Weak floors: If a creature enters or starts its turn on a space containing weak floors, roll a d20. On a 9 or less, the weak floor collapses and the creature falls prone in the space beneath and takes 16 (3d10) bludgeoning damage.

Sector L-C: East Phlan

When the players enter this sector, read the following aloud:

The houses of East Phlan lean drunkenly against older ruins. Over months of misrule, the dragon has fortified these streets with barricades and fire pits. Corpses swing from street-corner gibbets, and green mist seethes over the cobbles.

Encounter Objective

Roll on the following table to determine the group's goal. Commander Greycastle briefs the characters through the *sending stone*.

East Phlan Objectives

1d4	Objective
1	Gather supplies
2	Prevent hanging
3	Identify informant
4	Defeat Champion

1. Gather Supplies

"The cultists hoard grog and vittles nearby. The orcs won't fight without grog, so I want you to raid their supplies."

To win, the group must secure at least half of the supply barrels in this location. One barrel is present for each character in the group, placed in random positions throughout the area. To move a barrel, a character must pick it up or roll it with both hands. A character moving a barrel moves at half speed. If the character moves the barrel into the deployment zone, allied soldiers carry it to safety. The enemy has the same orders, but is trying to move the barrels to the reinforcement zone.

2. Prevent Hanging

"Scattered pockets of resistance still hold out in these streets. My spies tell me that the orcs are executing captives as a warning to other rebels. I want you to save one."

To win, the group must rescue a commoner from a lynch mob. When the characters arrive, the enemy is preparing to hang the commoner in the victory zone. They aren't immediately aware of the group's presence, so the characters could use stealth or trickery to approach them. If the group is spotted, one enemy yanks the rope to hoist the commoner into the air. While the commoner remains hanging, roll death saves for him at the end of each of his hangman's turns, but don't count successes.

3. Identify Informant

"My spies tell me that some survivors have turned traitor. One of these cowards is due to meet the orcs nearby. I need you to capture the traitor alive or report back with a good description."

To win, the group must capture the informant alive or escape the area with a good description. For this encounter, roll twice on the Henchmen column of the Encounter Opposition table. The informant is meeting the enemy in the victory zone when the characters arrive, but is wearing a hood. To see them properly, a character must approach within 20 ft. and succeed on a DC 15 Wisdom (Perception) check.

4. Defeat Champion

"Slay their champions, and the dragon's minions shall fall like wheat before the scythe!"

To win, the characters must defeat the enemy champion and escape the area. When they arrive, they discover a **wraith** draining the life from an

enemy in the victory zone. Throughout the encounter, the wraith remains hostile to both sides.

Encounter Opposition

Orc, kobold and hobgoblin forces control East Phlan.

Roll once on each column to determine the opposition for this encounter.

East Phlan Opposition

1d4	Champion	Henchmen
1	1 winter wolf (with henchman rider)	6 orcs
2	1 hobgoblin captain	4 orcs and 2 ambush drakes
3	1 bugbear chief	6 hobgoblins
4	2 ogres	3 orcs and 3 hobgoblins

Encounter Difficulty

- For a Hard encounter, add three **orcs**.
- For a Deadly encounter, roll twice on the Henchmen column. At the end of each round, 1d4 **kobolds** enter from the reinforcement zone.

Adjusting the Encounter

Use one of the following adjustments. These are cumulative with any modifications based on difficulty:

- **Very Weak Group:** Replace any **orcs** or **hobgoblins** with **kobolds**.
- **Weak Group:** Remove 2 **orcs/hobgoblins**.
- **Strong Group:** Add 1 **orc/hobgoblin** for every 2 characters in the group.
- **Very Strong Group:** Add 1 **orc/hobgoblin** for every character in the group.

Encounter Location

Encounters occur in the fortified streets outside the Old Town. **Map L-C** contains **battle maps** for these locations.

East Phlan Locations

1d4	Location
1	Grounds of House Jannarsk
2	The Velvet Doublet
3	Vang's Armory
4	Alero's Smithy

General Features

Lighting: These locations are well lit with torches.

Cover: Crates, barrels or wagons count as difficult terrain and grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

Chlorine gas: Any creature that enters or starts its turn in a space containing chlorine gas must succeed

on a DC 15 Constitution saving throw or take 16 (3d10) poison damage.

Fire pit: A creature that enters a fire pit or starts its turn inside one takes 27 (5d10) fire damage. To climb out of a fire pit, the creature must succeed on a DC 15 Strength (Athletics) check.

Sector L-D: Old Phlan

This sector is locked until Group Eagle gains enough victory points on Track 2 to open it. When the sector is unlocked, the administrators **will raise a yellow flag at HQ** and make the following announcement:

The magic thicket surrounding Castle Valjevo is ablaze! The griffon riders of Group Eagle have fire-bombed the undergrowth, and exposed the gates into the old town. Group Lion: the streets of Old Phlan are now unlocked!

Sector Unlock!

Whenever a sector is unlocked, the characters are able to travel to it without having to travel through other, adjoining sectors. It is immediately available for play.

When the players enter this sector, read the following aloud:

A forest of vines and brambles has erupted from the cobbles of Old Phlan. The undergrowth swallows entire buildings, stretching between rooftops to form thick canopies over the streets. The thicket shields Old Phlan from the ice, but forces out the light. It is dark here, and full of danger.

Encounter Objective

Roll on the following table to determine the group's goal. Commander Greycastle briefs the characters through the *sending stone*.

Old Phlan Objectives

1d4	Objective
1	Rescue captives
2	Destroy tunnels
3	Slay Tear of Virulence
4	Extinguish fires

1. Rescue Captives

"The enemy has captured many of our brave soldiers. I need you to free them."

To win, the group must rescue the captives. The enemy keeps the captives in a cage in the victory

zone. If a captive dies, remove one victory point from the total available for this encounter. There should be one captive **guard** per victory point available.

The enemy isn't immediately aware of the group's presence, so the characters could use stealth or trickery to approach the cage. The padlock securing the cage can be picked with a successful DC 12 Dexterity (Thieves' Tools) check. The padlock has AC 8, 12 hit points, and resistance to piercing damage. The enemy champion carries a key to the cage.

2. Destroy Tunnels

"The cultists are using the catacombs beneath Phlan to reinforce their positions. Destroy the tunnel entrances to stem the flow of evil!"

To win, the characters must detonate an alchemical charge in the reinforcement zone and then defeat any remaining enemies. A gnome sapper gives the charge to one of the characters: it takes an action to place, and has a fuse that can be set for one, two or three rounds. When it explodes, all creatures within 30 feet take 27 (5d10) fire damage. During combat, 1d4 **kobolds** enter from the reinforcement zone at the end of each round. If the charge explodes, no further reinforcements can enter combat.

3. Slay Tear of Virulence

"The Tears of Virulence are Black Fist soldiers who betrayed their order to serve the dragon! Such disloyalty must not go unpunished!"

To win, the group must defeat the enemy champion(s) and escape the area. Until he or she falls, 1d4 **kobolds** appear in the reinforcement zone at the end of each round.

4. Extinguish fires

"Eagle has breached the thicket, but their bombs have kindled fires throughout town. Extinguish them, lest we end up fighting over ash and ruin."

To win, the group must extinguish the fires. The enemies try to stop them. Place one fire per character in a random position in the area (the first fire is always in the victory zone). Each fire occupies a 5ft. cube.

Firefighting supplies are available in the deployment zone. As an action using a bucket of

water or a wet blanket, a character can quench a 5-foot cube of flame with a successful DC 10 Wisdom (Survival) check. At the end of each round, roll 1d20 for every fire in the area. On an odd result, the fire spreads outwards by that many feet.

Encounter Opposition

Traitorous Black Fist officers known as the Tears of Virulence guard Old Phlan. In addition, gangs of deranged residents are also on the prowl! **Roll once on each column to determine the opposition for this encounter.**

Old Phlan Opposition

1d4	Champion	Henchmen
1	1 knight	3 dragonclaws
2	1 veteran	2 dragonclaws and 2 ambush drakes
3	2 dragonwings	6 thugs
4	2 bandit captains	2 dragonclaws and 2 thugs

Encounter Difficulty

- For a Hard encounter, add three **thugs**.
- For a Deadly encounter, roll twice on the Henchmen column. At the end of each round, 1d4 **kobolds** enter from the reinforcement zone.

Adjusting the Encounter

Use one of the following adjustments. These are cumulative with any modifications based on difficulty:

- **Very Weak Group:** Replace any **dragonclaws** with **thugs**. There can be no more than 4 **thugs** (6 for Hard or Deadly encounters).
- **Weak Group:** Remove 1 **dragonclaw** or 2 **thugs**.
- **Strong Group:** Add 1 **dragonclaw** or 2 **thugs** for every character in the group.
- **Very Strong Group:** Add 1 **dragonclaw** or 2 **thugs** for every character in the group.

Encounter Location

Encounters occur in the overgrown streets of the old city. **Map L-D** contains battle maps for these locations.

Old Phlan Locations

1d4	Location
1	Cadorna Textile House
2	The Cracked Crown Inn
3	Lyceum of the Black Lord
4	Podol Plaza

General Features

Lighting: These locations are well lit with torches.

Cover: Crates, barrels or wagons count as difficult terrain and grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

Chlorine gas: Any creature that enters or starts its turn in a space containing chlorine gas must succeed on a DC 15 Constitution saving throw or take 16 (3d10) poison damage.

Magic thicket: Any creature that enters or starts its turn inside the thicket takes 4 (1d8) piercing damage from large spiky thorns. Additionally, the creature must succeed on a DC 15 Dexterity saving throw or be restrained by the thicket's grasping vines. On their turn, a restrained creature can use their action to attempt a DC 15 Dexterity (Acrobatics) or Strength (Athletics) check to escape the thicket, though any creature doing so takes an additional 4 (1d8) piercing damage.

Sector L-E: Valhingen Graveyard

When the players enter this sector, read the following aloud:

Mist smothers the tombstones. The signs are everywhere: crypt doors torn from hinges, burial plots burst open, manicured lawns trampled to mulch. The dead have risen from Valhingen Graveyard.

Encounter Objective

Roll on the following table to determine the group's goal. Commander Greycastle briefs the characters through the *sending stone*.

Graveyard Objectives

1d4	Objective
1	Raise barricade
2	Repel counterattack
3	Rescue allies
4	Slay necromancer

1. Raise Barricade

"The dead are relentless! I need you to raise a barricade in the graveyard to staunch their tide. Hold that line, so allied forces can reinforce you!"

To win, the group must raise a barricade across the victory zone and hold it for 3 consecutive

rounds. Until the barricade is complete, 1d4 zombies enter the victory zone at the end of each round. If the group holds the barricade, allied forces sweep through and destroy the enemy.

The victory zone contains the materials needed to raise the barricade. As an action, a character in the victory zone can construct a 5-foot cube of barricade or reinforce an existing section. This adds 2d6 hit points to the barricade's total hit points. The barricade has AC 8, a damage threshold of 5, and as many hit points as the characters have invested into it. Creatures behind the barricade have half-cover against attacks originating from the other side (+2 AC and Dexterity saving throws).

2. Repel Counterattack

"Hell's fire, there are too many of them! Hold that position, and gods go with you!"

To win, the group must defeat all of the enemies. When the first enemy dies or a character enters the victory zone for the first time, 2d6 zombies appear in the reinforcement zone. The zombies take actions in the following round.

3. Rescue Allies

"The undead have surrounded my scouts! Mount a rescue, and get those soldiers out alive!"

To win, the group must defeat all of the enemies, with at least one scout surviving. When the group arrives, two scouts are fighting in the victory zone. Let the players control the scouts during the combat. When the encounter ends, the scouts move to safety.

4. Slay Necromancer

"Undead necromancers are at work in the graveyard. Slay them, and slow the tide of the dead!"

To win, the group must defeat the enemy champion. When a henchman enemy drops to 0 hit points, the champion can use its reaction to raise the henchmen as a zombie.

Encounter Opposition

The undead claw from the catacombs beneath Valhingen Graveyard. Roll once on each column to determine the opposition for this encounter.

Graveyard Opposition

1d4	Champion	Henchmen
1	1 wight	3 ghouls
2	1 mummy	3 specters
3	2 ghasts	9 zombies
4	2 ogre Zombies	2 ghouls and 3 zombies

Encounter Difficulty

- For a Hard encounter, add one **ghoul**.
- For a Deadly encounter, roll twice on the Henchmen column. At the end of each round, 1d3 **zombies** enter from the reinforcement zone.

Adjusting the Encounter

Use one of the following adjustments. These are cumulative with any modifications based on difficulty:

- **Very Weak Group:** Replace any **ghouls** or **specters** with **zombies**. There can be no more than 5 **zombies** (10 for Hard or Deadly encounters).
- **Weak Group:** Remove 1 **ghoul** or **specter**, or 2 **zombies**.
- **Strong Group:** Add 2 **ghouls** for every 3 characters in the group.
- **Very Strong Group:** Add 1 **ghoul** for every character in the group.

Encounter Location

Encounters occur in locations throughout the ruined graveyard. **Map L-E contains battle maps and descriptions for these locations.**

Graveyard Objectives

1d4	Location
1	The crypt
2	The catacombs
3	Among the tombstones
4	Cloister of Kelemvor

General Features

Lighting: Exterior locations are dimly lit. Creatures without low-light vision have disadvantage on Wisdom (Perception) checks that rely on sight. Interior locations are in darkness.

Rubble: Rubble counts as difficult terrain that grants half cover to any creature hiding behind it (+2 AC and Dexterity saving throws).

Chlorine gas: Any creature that enters or starts its turn in a space containing chlorine gas must succeed on a DC 15 Constitution saving throw or take 16 (3d10) poison damage.

Track 1 (Lion): Quests

Quest L-1: Capture the Siege Engine

The group must complete an encounter in Sector L-A: Frozen Bay to undertake this quest. When they begin, read the following aloud:

A line of catapults defends the harbor, with a team of hobgoblins attending each engine. Boulders hurled from the catapults soar over the ice to harry the advancing heroes.

As you draw closer, a moon-elf dressed in grey leathers waves you over to her sleigh. You recognize her as Olisara Lightsong of the Harpers.

"Those catapults are wreaking havoc in our ranks!" she shouts. "Capture one for the alliance, and turn it against our enemies!"

Olisara hands a *potion of greater healing* to any character who has worked with her before (see 'Roleplaying Olisara Lightsong', below). She then moves off to aid another group.

Faction assignment: Harpers

If any characters belong to the Harpers, Olisara gives them an additional objective before she leaves:

- Olisara's spies report that the Cult of the Dragon is transporting prisoners outside the town. The Harpers need to know where they are being taken.
- Olisara asks the group to capture the enemy champion alive and question it about the captives.

Roleplaying Olisara Lightsong

As the Harpers' lead contact in the Moonsea, Lady Olisara makes it her business to spy on anyone of importance. She never betrays her contacts, but delights in dropping hints that reveal her spy work. As such, she is both respected and feared.

In the past, Lady Olisara hired the heroes to recover arcane knowledge from Sokol Keep (DDEX1-2 *Secrets of Sokol Keep*). She also appears in the tier 2 Expedition DDEX1-12 *Raiders of the Twilight Marsh*.

Quote: "Spare me the introductions. I've read your files."

Quest Encounter

Map L-1 shows the layout of this encounter. To win, the group must defeat all of the enemies and capture the catapult. Place the following enemies around the victory zone:

- One **hobgoblin captain**
- Eight **hobgoblins**

In combat, the hobgoblins try to stop characters from closing on their leader. If the hobgoblin captain dies, any remaining hobgoblins flee the area.

General Features

Lighting: This location is dimly lit. Creatures without low-light vision have disadvantage on Wisdom (Perception) checks that rely on sight.

Chlorine gas: Any creature that enters or starts its turn in a space containing chlorine gas must succeed on a DC 15 Constitution saving throw or take 16 (3d10) poison damage.

Ice: If a creature moves more than half of its speed on foot across ice in a single turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

Thin ice: When a creature steps onto thin ice or starts its turn on thin ice, roll a d20. On a 9 or lower, the ice breaks and the creature plunges into the water beneath. When thin ice breaks, it creates a zone of thin ice that extends for 5ft in all directions around the rupture.

Water: Any living creature that involuntarily enters the water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion. Any living creature that starts its turn in the water takes 5 (1d10) cold damage.

War events

This quest occurs in the thick of the battle. At the end of each player's turn, roll on the following table to determine a random war event.

War Events

1d20	Event
1	Incoming! A boulder hurled from an enemy catapult smashes into a random space on the battlefield, dealing 44 (8d10) bludgeoning damage to any creature present. On a successful DC 15 Dexterity saving throw, the creature takes half damage. If the boulder lands on ice, it turns a 5x5 ft. section of ice into water.
2	Thin ice! Any ice beneath the character becomes thin ice (or water if it is already thin ice).
3	Crash landing! A griffon crashes nearby, showering the character in ice. The character must succeed on a DC 10 Constitution saving throw or take disadvantage on their attacks until the end of their next turn.

4	Aerial bombardment! Alchemical bombs land in three random spaces on the battlefield. The bombs explode at the end of the next round, dealing 16 (3d10) fire damage to all creatures within 15 feet (half damage on a successful DC 10 Dexterity saving throw).
5	Black arrows! Make a ranged attack against the character: +4 to hit, <i>Hit</i> : 6 (1d8+2) piercing damage.
6	Slippery footing! The character must succeed on a DC 10 Dexterity saving throw, or fall prone. If the character is riding on the sleigh, the sleigh driver must succeed on a DC 10 Wisdom (Land Vehicles) check or crash the sleigh.
7	Ice zombie! If the character is on the ice, a zombie emerges in an adjacent space. If the character is on solid ground, no zombie emerges.
8	Wyvern flyby! A wyvern zombie swoops down and makes a single Bite attack on the character before flying off (+7 to hit, <i>Hit</i> : 11 (2d6+4) piercing damage).
9	Griffon flyby! A griffon swoops down and makes a single Claw attack on an enemy before flying off (+6 to hit, <i>Hit</i> : 11 (2d6+4) piercing damage).
10+	No effect

Interrogating the Champion

If interrogated, the champion reveals that Vorgansharax is imprisoning slaves inside ruined forts within the Grass Sea. The slaves are tribute for the dragon's orc and ogre allies, who sell them on to savage clans within Thar. The champion sketches the forts' locations in the snow (see 'Quest Rewards', below).

Adjusting the Encounter

This quest has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Group:** Replace the **hobgoblins** with **kobolds**.
- **Weak Group:** Remove 3 **hobgoblins**.
- **Strong Group:** Add 1 **hobgoblin** for every 2 characters in the group.
- **Very Strong Group:** Add 1 **hobgoblin** for every character in the group. At the end of each round, 1d3 **kobolds** enter from the reinforcement zone.

Quest Rewards

- If the group captures the catapult, they gain **7 victory points**.

- If the players interrogate the hobgoblin captain, any characters that are members of the Harpers earn one point of renown.

Magic Item Reward

In addition to the above rewards, the characters should earn one of the two items listed below. Only one of the items should be given for completing this quest.

- If this is the **first quest** the characters have completed, they are rewarded with a *stone of good luck*.

OR

- If this is the **second quest** the characters have completed, they are rewarded with a suit of *+1 half plate armor*.

Boon: Artillery Support

If the group captures the catapult, they earn the following boon:

Boon L-1A: Artillery Support

Achievement: We captured an enemy catapult!

Effect: When this boon is used, your group can kill two henchman enemies, or deal 44 (8d10) bludgeoning damage to a champion enemy. You must be above ground to use this boon.

Track: Lion

Give the group **Boon L-1A: Artillery Support**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Lion** track.

Boon: Vital Intelligence

If the group interrogates the champion, they earn the following boon:

Boon L1-B: Vital Intelligence

Achievement: We interrogated a hobgoblin captain, and learned that the enemy is transporting slaves to ruined forts in the Grass Sea.

Effect: When this boon is received, unlock Quest E-4: Free the Slaves

Track: Eagle

Give the group **Boon L-1B: Vital Intelligence**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Eagle** track.

Quest L-2: Foil the Ritual

The group must complete an encounter in Sector L-B: Harbor to undertake this quest. When they begin, read the following aloud:

Enemy reinforcements are surging up from the tunnels beneath the harbor. Word has spread of strange rituals underfoot, and blasphemous things glimpsed in the dark.

As you contemplate this, a man wearing a charred cloak emerges from a nearby sewer grate. His hair is singed, and his spectacles cracked. He clutches a symbol of Jergal, god of burial and internment.

"Remind me again why I volunteered for this?", he wheezes.

This is Erve, a burial priest from Hillsfar, who ventured into the tunnels to confirm rumors of ritual activity. The cultists drove him away, but not before he'd located the cellars where they perform their rituals.

Erve asks the group to foil one of these rituals. He directs them to the nearest cellar, and shares the following information:

- The cultists are sacrificing captives to Tiamat. In return, the Dragon Queen transforms the cultists into half-dragons.
- The cultists murder their captives over piles of treasure. Before killing them, the cult priests deliver prayers to each of Tiamat's five heads.

Erve gives a flask of *holy water* to any character who has helped him before (see 'Roleplaying Erve', below). He then moves off to aid another group.

Faction Assignment: Order of the Gauntlet

If any characters belong to the Order of the Gauntlet, Erve gives them another goal before he leaves:

- The cult priests carry magic scroll cases that explode unless opened correctly (as Erve learned the hard way). Erve believes that the wording of the ritual contains clues for opening the scroll cases.

Roleplaying Erve

Erve boarded the *Gilded Trophy* to attend to the dead after the battle. When he learned of diabolic activity under the streets, he volunteered for a reconnaissance mission. He's no warrior, but as a burial priest born in Phlan he knows the tunnel network well. Erve first appeared in DDEX3-1 *Harried in Hillsfar*, where the characters freed him from demonic possession.

Quote: "After being possessed by a shadow demon, I suppose problems such as these can seem somewhat trivial."

Quest Encounter

When the group arrives at the cellar, read:

Ill-omened chanting echoes from below. You descend the stairs, and peer into a crowded storage cellar. Hundreds of candles flicker atop stacked crates and ale barrels. Robed cultists surround a pile of treasure, where an alliance scout lies bound and gagged.

Map L-2 shows the layout of this encounter. To win, the group must defeat all of the enemies and rescue the scout. Place the following enemies around the victory zone:

- A **cultist fanatic**
- A **half-green dragon thug**
- 16 **cultists**

The captive **scout** is bound at the cult fanatic's feet, lying on a pile of treasure. The cultists are initially unaware of the group's presence, so stealthy characters could try to sneak up on them. While the cultists chant, one of the half-green dragon thugs patrols the cellar.

General Features

Lighting: The candles shed dim light throughout the area. Creatures without low-light vision have disadvantage on Wisdom (Perception) checks that rely on sight.

Ceiling: The ceiling is 30 feet high

Cover: Crates, barrels or wagons count as difficult terrain and grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

Ritual chanting

On the cult fanatic's turn, she intones one of the following phrases:

*"Born in fire, through nine hells burned,
Quenched in ice, her dark soul turns,
From raging storms, her throne ascends,
Through acid rains, her voice portends.
To poison this world to her ends."*

As the cult fanatic speaks the final line, she drives her dagger into the scout's heart. Make it clear that the cult fanatic is delivering the final line, so the group can act. If the scout dies, one random cultist transforms into a half-green dragon thug. If the characters interrupt the ritual, the cultists stop chanting and concentrate all efforts on fighting the group.

Trapped Scroll Case

If any characters belong to the Order of Gauntlet, the cult fanatic carries a scroll case with five colored crystals set into its lid. To open it safely, a character must press the crystals in the following order:

- Red - White - Blue - Black - Green

If they tamper with the scroll case or enter the code incorrectly, the case explodes. All creatures within 10ft. of the case take 16 (3d10) fire damage, or half on a successful DC 15 Dexterity saving throw. If a character opens the case correctly, they find a map of the secret tunnels beneath Valjevo Castle (see 'Boons', below).

Adjusting the Encounter

This quest has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Group:** Remove the **half-green dragon thug** and 6 **cultists**.
- **Weak Group:** Remove 4 **cultists** and replace the **half-green dragon thug** with a **thug**.
- **Strong Group:** Add 1 **thug** for every 2 characters in the group.
- **Very Strong Group:** Add 1 **thug** for every character in the group.

Quest Rewards

- If the group defeats the enemies and rescues the scout, they gain **8 victory points**.
- If the group successfully opens the scroll case, any **characters that are members of the Order of the Gauntlet** gains **one point of renown**.

Magic Item Reward

In addition to the above rewards, the characters should earn one of the two items listed below. Only one of the items should be given for completing this quest.

- If this is the **first quest** the characters have completed, they are rewarded with a *stone of good luck*.

OR

- If this is the **second quest** the characters have completed, they are rewarded with a suit of *+1 half plate armor*.

Boon: Rescued Scout

If the group defeats the enemies and rescues the scout, they earn the following boon:

Boon L-2A: Rescued Scout

Achievement: We freed a captive from a cult sacrifice beneath the harbor.

Effect: When this boon is received, your group gains a **scout** henchman. One player controls the scout. The scout acts after the controlling player's turn. The scout remains with your group until the end of the event, or until killed.

Track: Lion

Give the group **Boon L-2A: Rescued Scout**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Lion** track.

Boon: Tunnel Map

If the group successfully opens the scroll case, they earn the following boon:

Boon L-2B: Tunnel Map

Achievement: We foiled a cult ritual, and recovered a secret map of the tunnels beneath Valjevo Castle.

Effect: When used, this boon transports your group to any sector on the Broadsword war map (including locked sectors). You can undertake an unlocked quest in that sector without having to play an encounter there first.

Track: Broadsword. **This boon cannot be used until the orange flag is raised at HQ!**

Give the group **Boon L-2B: Tunnel Map**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Broadsword** track.

Quest L-3: Fell the Gulthias Tree

The group must complete an encounter in **Sector L-C: East Phlan** to undertake this quest. When they begin, read the following aloud:

The magic forest surrounding Valjevo Castle has spilled into the streets of East Phlan. Vines weave through the cobblestones, and ugly pitcher plants lurk in overgrown back yards.

Rounding a corner, you see a trio of gnome women standing over a fallen figure made from twigs. One smokes a pipe, the other strokes a pet ferret, and the third is poking the body with a gnarled staff.

"Twig blight", mutters the gnome with the staff.

"That confirms our fears. There's a Gulthias tree", whispers the gnome with the ferret. The gnome with the pipe glances over at you.

"And here come just the folk to deal with it."

The gnomes introduce themselves Serinia of Elventree, Seranolla the Whisperer, and Yavendel of Mulmaster. Together, they head a circle of Moonsea druids loyal to the Emerald Enclave. The gnomes reveal the following information:

- Whenever an evil power contaminates a plant, a Gulthias tree can arise to corrupt the surrounding forest. Its evil spreads to nearby plants, which rot and transform into nasty beings called blights.

- Once the corruption has begun, it spreads until someone fells the Gulthias tree. The blights act under the Gulthias tree's control, often displaying the habits of whoever created it.
- The dragon's enchanted forest contains one or more Gulthias trees. The presence of blights in East Phlan suggests one is growing on this side of the river. The adventurers must fell it.

The gnomes give a *potion of animal friendship* to any character who has helped them before (see 'Roleplaying the gnome druids', below). The gnomes then move off to recruit more help.

Concerning Gulthias Trees

If asked, the gnomes explain that the first Gulthias tree grew from the stake that slew the legendary vampire Gulthias. Any character who succeeds on a DC 15 Intelligence (History) check also recalls this. Legends say that a stake from a felled Gulthias tree is particularly potent for fighting vampires.

Faction Assignment: Emerald Enclave

If any characters belong to the Emerald Enclave, the gnomes convey another goal:

- These blights are oddly mutated. Some cackle when they should be silent, while others can scamper up walls. The characters must discover what causes these mutations, and take a sample if possible.

Roleplaying the Gnome Druids

The three forest gnomes are sisters, and prone to good-natured bickering. Seranolla binds her hair with twigs, and speaks in whispers. Yavendel rarely leaves her burrow, and is always caked in dirt. Serinia prefers the company of animals over other races. The three sisters are the chief representatives of the Emerald Enclave in the Moonsea.

Characters who played DDEX1-3 *Shadows over the Moonsea* may have met Seranolla. Yavendel showed up in DDEX2-1 *City of Danger*, where the characters rescued her from the tunnels beneath the Oxpit tavern. The druids have also featured in a number of Expeditions for higher tiers (DDEX1-12 *Raiders of the Twilight Marsh*, DDEX3-1 *Occupation of Szith Morcane* and DDEX3-7 *Herald of the Moon*)

Quest Encounter

To locate the Gulthias tree, the group must track the cursed undergrowth to its source. This leads them to the banks of the Stojanow River. When they arrive, read:

The Stojanow River churns through town before belching into the sea. On the opposite bank, the hulk of Valjevo Castle looms through the fog. Vines and brambles spill over its walls into the river, bursting up through the mud to sour East Phlan.

The Gulthias tree hunches over the eastern riverbank. Its bark is black and icicles hang from its limbs. A heap of rotten river mulch clings to its roots, half-submerged in the icy water.

Map L-3 shows the layout of this encounter. To win, the group must fell the Gulthias tree. The following monsters stand in their way:

- A **shambling mound**
- Four **needle blights**
- Six **twig blights**

The shambling mound clings to the base of the Gulthias tree, initially unrecognizable as a monster. If a character attacks or approaches the tree, the mound shudders to life. At the start of the following round, the blights 'hatch' from rotten plants at the water's edge.

General Features

The area has the following general features:

Lighting: This area is dimly lit. Creatures without low-light vision have disadvantage on Wisdom (Perception) checks that rely on sight.

Gulthias tree: The tree has 100 hit points, a damage threshold of 5, and resistance to bludgeoning and piercing damage from nonmagical weapons.

Mud: The sucking mud counts as difficult terrain.

Water: The pyramid of Sorcerer's Isle has poisoned the water upstream. Any creature that drinks from the river must succeed on a DC 15 Constitution saving throw or die instantly. If the water is held in a container, it loses its poisonous property after 5 (1d10) minutes.

Corrupted plants: The blights hatch from mutated plants that are in contact with the water. This suggests that the chaos of Sorcerer's Isle has once again polluted the river!

Chaos Mutations

The monsters have odd mutations. Fish heads sprout from their limbs, and boils burst open to reveal thrashing organic filaments. As they fight, wet mouths appear on their bodies to whisper cruel taunts at the adventurers. The shambling mound is the most tainted. At the start of each of its turns, roll on the following table to determine a chaos effect. These effects are cumulative, and last until the shambling mound dies.

Chaos Effect

1d4 Chaos Effect

- 1 **Acid spray!** As a reaction, the shambling mound deals 11 (2d10) acid damage to any creature that damages it with a melee attack.
- 2 **Skitter!** The shambling mound sprouts centipede legs. It gains a climb speed of 20 ft. As a bonus action, it can withdraw or move its speed.
- 3 **Murk plunge!** If the shambling mound ends its movement in the mud, it can teleport to another mud space within 50 ft.
- 4 **Grasping Arms!** Skeletal arms emerge from the mound to claw at its enemies. As a bonus action, the mound can perform the following melee weapon attack: +7 to hit, reach 5ft., one target. On a hit, the target is grappled (escape DC 12).

Adjusting the Encounter

This quest has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Group:** Remove the **needle blights** and 3 **twig blights**.
- **Weak Group:** Remove 2 **needle blights** and 3 **twig blights**.
- **Strong Group:** Add 1 **twig blight** for every character in the group.
- **Very Strong Group:** Add 1 **needle blight** for every character in the group.

Quest Rewards

- If the group fells the Gulthias Tree, they gain **8 victory points**.
- If the group takes a sample of a corrupted plant, any **characters that are members of the Emerald Enclave** gain **one point of renown**.

Magic Item Reward

In addition to the above rewards, the characters should earn one of the two items listed below. Only one of the items should be given for completing this quest.

- If this is the **first quest** the characters have completed, they are rewarded with a *stone of good luck*.

OR

- If this is the **second quest** the characters have completed, they are rewarded with a suit of *+1 half plate armor*.

Boon: Gulthias Stake

If the group fells the Gulthias tree, they earn the following boon:

Boon L-3A: Gulthias Stake

Achievement: We felled a dreaded Gulthias tree on the banks of the Stojanow River.

Effect: The Emerald Enclave harvest the fallen Gulthias tree for magic stake wood. When you receive this boon, your group gains a *Gulthias stake* for use against the Lion track villain.

Track: Lion

Give the group **Boon L-3A: Gulthias Stake**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Lion** track.

Boon: Chaos Bomb

If the group takes a sample of a corrupted plant, they earn the following boon:

Boon L-3B: Chaos Bomb

Achievement: We identified a magic corruption in the water of the Stojanow River. Our druids have now weaponized this poison.

Effect: Each character in the group receives a chaos bomb. These are improvised weapons with the thrown property (range 10/30). On a hit, the bomb deals 27 (5d10) poison damage, and creates a wild surge effect centered on the target (see PHB).

Track: Eagle

Give the group **Boon L-3B: Chaos Bomb**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Eagle** track.

Quest L-4: Research the Dragon

To undertake this quest, the group must complete an encounter in Sector L-D: Old Phlan. When they begin, read the following aloud:

The magic thicket has swallowed Mantor's Library. Brambles wrap around its columns, and vines reach out to strangle nearby buildings. There's no obvious way inside.

A contingent of soldiers hunkers down at the edge of Scholar's Square. A robed half-elf stands among them, escorted by a stern elf wearing the pin of the Lords' Alliance. As you approach, she looks at you appraisingly.

"These ones look capable of the task."

Lady Ineddra of Cormanthor is here with the Lord Sage of Phlan. Under armed guard, they have come to secure rare scrolls from Mantor's Library. The Lord Sage reveals the following information:

- When Phlan fell, the magic thicket swallowed Mantor's Library. Trapped inside, the Lord Sage

spent days searching for clues about how to defeat the dragon. He found a number of scrolls that could prove useful.

- His rescuers reached him through a secret passage. Starved and desperate, he abandoned the dragon scrolls in his haste to escape.
- The Lord Sage wants the group to enter the library through the secret passage, and recover at least one of the scrolls. Others have already ventured inside, yet none have returned...

Lady Ineddra hands a *scroll of protection against undead* to any character who has helped either NPC before (see the "Roleplaying" sidebars, below). The sages remain here to recruit more help.

Roleplaying the Lord Sage

The Lord Sage is elderly, yet retains much of his youthful vigor thanks to his half-elven blood. He's slow to display emotion, and given today's events, has little time for humor.

Characters who've played DDEX1-5 *The Courting of Fire* or DDEX1-6 *The Scroll Thief* may have been previously hired by the Lord Sage to investigate thefts in the library.

Quotes: "Why? For knowledge, boy! Knowledge!"

Faction Assignment: Lords' Alliance

If any characters belong to the Lords' Alliance, Lady Ineddra gives them another goal:

- Mantor's Library contains the written records of Shal Desanea, one of the adventuring group that defeated Tyranthraxus a hundred and fifty years ago.
- Shal collated dozens of tomes on the history of Phlan and its hidden secrets. The group must locate Shal's records, and bring them to Lady Ineddra.

Roleplaying Lady Ineddra

Lady Ineddra is a scholar of the Elven Court and loyal member of the Lords' Alliance. Her specialty is planar studies, specifically threats from other planes. The reappearance of Tyranthraxus has drawn her to Phlan like a moth to the flame. Lady Ineddra is an ageless sun elf, with bronze skin and flame-red hair.

Characters who've played DDEX3-1: *Harried in Hillsfar* may have helped her investigate a case of demon worship.

Quotes: "The path to diabolism is paved with false promises, warlock."

Exploring the Library

From the secret passage, a rusty ceiling grate opens into the library. It's dark within, so the group may need to light a torch or lantern. When they enter, read:

The library is silent. Old tomes cram the shelves, layered in a shroud of dust. The air is so cold your breath comes in clouds.

Allow the group a Wisdom (Perception) check at DC 8. If half or more characters succeed, they notice odd columns of books stacked in the aisles. Here and there, unidentifiable slime drips from the shelves.

Quest Encounter

Following the Lord Sage's directions, it doesn't take long to locate the scroll. Lurking nearby is the ghost of Spernik, a spy loyal to the Cult of the Dragon. Unaware that he is dead, the spirit fruitlessly searches the library for the books he was once ordered to find. When the group arrives, read:

There's a whispering ahead. A voice that seems nervous, yet still sounds like dead fingers scratching a window pane.

"W-where...the books...the booooooks"

A dead man floats in the aisles. Translucent slime oozes from his wounds, and his skin is drawn and blue. He takes a book from the shelf, looks at it for a moment, and then drops it in disgust.

Map L-4 shows the layout of this encounter. To win, the group must recover the dragon scroll from the victory zone and escape. The following enemies lurk nearby:

- A **ghost** (Spernik)
- Four **shadows** (hidden, DC 15 to spot)

If Spernik's ghost is attacked--or if characters tamper with any books in its sight--the ghost attacks. The shadows do not attack until Spernik's ghost attacks. In combat, they hunger for the pious, focusing their attacks on paladins or clerics. If Spernik's ghost drops to 15 hit points or lower, it vanishes into the ethereal plane and leaves the encounter for good.

Roleplaying Spernik's ghost

In life, Spernik was a nervous spy, prone to stammering and sweating. In death, such qualities are even more exaggerated. Now his spirit haunts the library in a state of permanent anxiety; desperate to find the books he once stole, even though they have long since gone. If goaded, he erupts into profane fury.

Spernik was first encountered in DDEX1-2 *The Secret of Sokol Keep*, but his plots weren't properly laid bare until DDEX1-5 *The Courting of Fire*. Here he hunted a relic that was said to grant mastery over dragons, but was foiled by a group of adventurers. He escaped, and later played a pivotal role in the cult's conquest of Phlan. The resistance killed him during the events of DDEX1-10 *Tyranny in Phlan*.

Quote: "Is..is that the L-Lex Geographica? Giiive it to me!"

General Features

The area has the following general features:

Lighting: The library is dark throughout.

Bookshelves: Each bookshelf is 10 feet tall. If a bookshelf takes damage from an area attack, it topples over. Any creature within 5 feet of a bookshelf when it falls must succeed on a DC 12 Dexterity saving throw or take 11 (2d10) bludgeoning damage and fall prone. A character can topple a bookshelf with a successful DC 10 Strength check.

Ceiling: The ceiling is 30 feet high.

Shal's records: If the group is also looking for Shal's records, place them in a random location on the battlefield.

Talking to the Ghost

The characters could try to reason with Spernik's ghost. If so, the spirit hisses that it's looking for two books: *Lex Geographica*, and the *History of the North*. Characters who have played DDEX1-5 *The Courting of Fire* immediately recognize these as the tomes that Spernik stole. The books are not present in the library.

Any character who offers to help find the books gains Spernik's approval on a successful DC 12 Charisma (Persuasion) check. Grant advantage to any player who roleplays particularly well. If the group fails to impress, Spernik's ghost attacks.

While searching, a character can conceal the dragon scrolls on a successful DC 15 Dexterity (Sleight of Hand) check. If they fail, Spernik's ghost attacks.

Adjusting the Encounter

This quest has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Group:** Remove 2 shadows.
- **Weak Group:** Remove 1 shadow.
- **Strong Group:** Add 1 shadow for every 2 characters in the group.
- **Very Strong Group:** Add 1 shadow for every character in the group.

Quest Rewards

- If the group recovers the dragon scroll, they gain **10 victory points**.
- If the group recovers Shal's records, any characters that are members of the Lords' Alliance gain **one point of renown**.

Magic Item Reward

In addition to the above rewards, the characters should earn one of the two items listed below. Only one of the items should be given for completing this quest.

- If this is the **first quest** the characters have completed, they are rewarded with a *stone of good luck*.

OR

- If this is the **second quest** the characters have completed, they are rewarded with a suit of *+1 half plate armor*.

Boon: Scroll of Dragon Lore

If the group recovers the dragon scroll, they earn the following boon:

Boon L-4A: Scroll of Dragon Lore

Achievement: We found a lost scroll of dragon lore in Mantor's Library.

Effect: Use this boon when facing the dragon. Each character gains inspiration.

Track: Broadsword. This boon cannot be used until the orange flag is raised at HQ!

Give the group **Boon L-4A: Scroll of Dragon Lore**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Broadsword** track.

Boon: Secrets of Phlan

If the group recovers Shal's records, they earn the following boon:

Boon L-4B: Secrets of Phlan

Achievement: We recovered a fragment of Shal Desenea's records. These reveal a network of secret passages under the ancient city of Phlan.

Effect: When used, this boon transports your group to any sector on the Lion war map (including locked sectors). You can undertake an unlocked quest in that sector without having to play an encounter there first.

Track: Lion

Give the group **Boon L-4B: Secrets of Phlan**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Lion** track.

Quest L-5: Unearth Lost Secrets

To undertake this quest, the group must complete an encounter in Valhingen Graveyard AND

possess Boon B-1B: Lost Secrets. When they are ready to begin, read the following aloud:

You hear your names murmured on the breeze. Wheeling around, you see nothing there but swirling mist - but when you turn back, a cloaked figure stands in your path. Under her hood you glimpse marble skin, eyes like fire, and slender fangs. Before you can act, she holds up the sign of the Zhentarim. "Hold your steel. I bring news from Broadsword."

This is Welsea Parenthe, a vampire sorcerer loyal to the Zhentarim. She reveals the following information:

- Broadsword has discovered lost records beneath Valjevo Castle. They reveal that the long-dead savior of Phlan, Ren o' the Blade, hid magic elixirs in the catacombs beneath the graveyard.
- Should Tyranthraxus ever threaten Phlan again, his descendants could exhume the elixirs and use them to drive back the evil.
- Welsea gives the group the location of one of these crypts. With undead on the prowl, recovering the elixir is sure to be dangerous.

Broadsword's discovery raises hope of beating the dragon. When the group receives the quest, they immediately gain the use of another short rest. Welsea Parenthe moves off to find another group.

Faction Assignment: Zhentarim

If any characters belong to the Zhentarim, Welsea gives them another goal.

- Welsea believes that the mists have supernatural powers. They emanate from the east, but are thickest around the graveyard.
- Welsea sent a cell of Zhentarim agents into the graveyard to investigate the mists. They have not returned.
- Welsea appreciates any information her comrades can uncover about the lost patrol.

Roleplaying Welsea Parenthe

The Zhentarim sent Welsea to Phlan with orders to mastermind the resistance against Vorgansharax. She refuses to answer questions about her undead nature, yet looks saddened if asked. She has a habit of enunciating very clearly, carefully and quietly. Welsea first appeared in the tier 2 adventure DDEX1-11 *Dark Pyramid of Sorcerer's Isle*.

Quote: "Save your justice for another day, cleric. Tonight, we stand together against the dragon"

Finding the Crypt

To reach the crypt, the group must descend through the catacombs beneath Valhingen Graveyard. After

navigating a maze of passages, they find the crypt door half-open.

If a character stops to listen, they hear slobbering within. On a successful DC 12 Wisdom (Perception) check, a character also spots a trail of blood leading into the crypt.

Quest Encounter

When a character enters the chamber, read:

A sealed sarcophagus lies in the middle of the chamber, flanked by painted pillars. Burial urns and offerings are scattered nearby. Bas reliefs on the walls show a city burning.

A half-eaten corpse dressed in black leather sprawls on the floor. A group of stick-thin humanoids squat over the body, hungrily tearing at its innards.

Map L-5 shows the layout of this encounter. To win, the group must find the elixir and escape. The following enemies start in the positions shown:

- A **shadow demon** (hidden, DC 18 to spot)
- Two **ghasts**
- Two **ghouls**

The shadow demon remains hidden until the characters are fighting the ghouls. In the second round, it moves to attack.

General Features

The area has the following general features:

Ceiling: The ceiling is 20 feet high.

Lighting: The crypt is dark throughout.

Bas Reliefs: The elixir is behind one of the bas reliefs (see 'Finding the Elixir', below).

Corpse: The corpse belongs to Welsea Parenthe's lost patrol. If any character belongs to the Zhentarim, a hastily-scrawled letter is secreted in one of its pockets (see **Handout L-2**).

Sarcophagus: The lid of the sarcophagus is molded into its frame. Any Medium-sized or smaller creature that touches or tampers with the sarcophagus must succeed on a DC 15 Constitution saving throw or be teleported inside the sarcophagus. At the same time, a minor illusion conjures a swirl of dust into the space they occupied. Characters that observe this won't understand where the victim has gone, or even know if they're still alive.

The sarcophagus can only hold one creature at a time. While inside the sarcophagus, the trapped creature is stunned and takes 5 (1d10) necrotic damage at the start of each of its turns. To release them, their allies must smash open the sarcophagus lid. It has 30 hit points, is resistant to bludgeoning,

piercing, and slashing damage from nonmagical attacks, and is immune to poison and psychic damage.

Adjusting the Encounter

This quest has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Group:** Remove 2 **ghasts**.
- **Weak Group:** Replace the **ghasts** with **ghouls**.
- **Strong Group:** Add 1 **ghoul** for every 2 characters in the group.
- **Very Strong Group:** Add 1 **ghoul** for every character in the group.

Finding the Elixir

The relief shows a dragon destroying a city. Any character that succeeds on a DC 10 Intelligence (Investigation) check notices an inscription beneath. Once the dust is brushed away, the following words can be read:

*Behold the wrath of the Flamed One!
Enemy of mine, whose time shall come again.
Honor me on that day, sons and daughters of Phlan.
Inside this crypt is hidden the tool to his demise.
No enemy shall take it, for the sarcophagus is trapped.
Dare you steal my treasure without thinking first?*

Handout L-3 shows the inscription as it appears. The first letters of each line combine to spell out "BEHIND". If a character inspects the bas-relief, they discern that there is a hollow cavity behind the dragon. Smashing this section reveals the secret compartment that holds the elixir.

Quest Rewards

- If the group recovers the elixir, they gain **12 victory points**.
- If the group recovers the parchment from the corpse, any **characters that are members of the Zhentarim** gain **one point of renown**.

Magic Item Reward

In addition to the above rewards, the characters should earn one of the two items listed below. Only one of the items should be given for completing this quest.

- If this is the **first quest** the characters have completed, they are rewarded with a *stone of good luck*.

OR

- If this is the **second quest** the characters have completed, they are rewarded with a suit of *+1 half plate armor*.

Boon: Elixir of Vigilance

If the group recovers the elixir, they earn the following boon:

Boon L-5A: Elixir of Vigilance

Achievement: Acting on information provided by Group Broadsword, we recovered a magic elixir from Valhingen Graveyard. This should aid the fight against Tyranthraxus.

Effect: For the rest of the event, the dragon cannot use its lair actions against your group. If you face the dragon in combat, it cannot use its legendary actions.

Track: Broadsword. **This boon cannot be used until the orange flag is raised at HQ!**

Give the group **Boon L-5A: Elixir of Vigilance**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Broadsword** track.

Boon: Mists of Ravenloft

If the group recovers the parchment from the corpse, they earn the following boon:

Boon L-5B: Mists of Ravenloft

Achievement: We learned that the mists surrounding Phlan emanate from Ravenloft, the Demiplane of Dread.

Effect: The Lion track villain cannot surprise your group.

Track: Lion

Give the group **Boon L-5B: Mists of Ravenloft**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Lion** track.

Track 1 (Lion): Villain

Glandon the Vampire

Raised by the Dark Powers of Ravenloft, Doomguide Glandon prowls the streets as a vampire. The commander moves Glandon between tables, ambushing each group for one round of combat. The commander exploits the war map to target groups in Glandon's vicinity.

1. Waking the Vampire

Glandon enters the game when a group completes the 'Raise Doomguide Glandon' victory mission, or the final hour of play begins. When Glandon wakes, the administrators will:

- Place the vampire banner on the war map in Sector L-E: Valhingen Graveyard
- Raise the black flag at HQ
- Read the following announcement:

Freezing fog swirls through Phlan, and a mocking laugh echoes overhead. Rumors spread that foolhardy adventurers have unleashed a vampire in Valhingen Graveyard. Now it prowls the streets, hunting for your blood!

2. Moving the Vampire

The commander uses the war map to target a group in the same sector as Glandon (or the nearest group if no other groups are present). The administrators move Glandon's banner adjacent to the targeted group's banner, and the commander seeks out the table.

Arriving at the Table

When the vampire arrives at your table, read the following aloud:

A swarm of bats pours from the fog and coalesces into the form of a man. He wears the filthy, torn and grass-stained robes of a Doomguide of Kelemvor. When he speaks, his dead lips part to reveal dirty yellow fangs. Motes of red flame burn in the empty, black sockets of his face. He turns his hands over before him, his face awash with disbelief.

"What wickedness surrounds this forsaken place? I cannot abide to exist in this form. Destroy me! I will force your hand!"

Resolve a single round of combat against the vampire (see "Fighting the Vampire", below).

Roleplaying Glandon the Vampire

Characters who participated in the first season of D&D Expeditions™ may have met Doomguide Glandon previously. In particular, characters who died in Phlan were almost certainly raised by him. Any character that succeeds on a DC 12 Intelligence (Religion) check also knows that Kelemvor's faithful cannot rise as undead. Whatever happened that defied Kelemvor's will is as much a mystery to him as it is likely to the characters.

Moving On

When one round of combat is complete, Glandon moves on to target another group. Glandon must attack all groups in his sector at least once before moving to a new sector. To attack a group a second time, the vampire must attack every other group present in the same sector.

Administrator Assistance

In large events, an assistant can target groups for the commander ahead of time, and relay the table numbers in person or via instant message.

3. Fighting the Vampire

The battle against the vampire uses the following steps as it moves to and from different tables.

Step A. Determine Initiative

Combat against the vampire occurs outside the normal initiative order:

- Due to his mastery over the mists, Glandon takes his turn first. The commander will resolve these attacks.
- When Glandon is done, each character takes a free turn. The players can take their turns in any order. If the players have **Boon L-5B: Mists of Ravenloft**, they act before the vampire.
- Any monsters present when Glandon arrives do not participate in the battle.

Step B. The Vampire Attacks

On his turn, Glandon takes the following actions:

- At the start of his turn, Glandon regenerates 20 hit points if he has at least 1 hit point and isn't in sunlight or running water. If he took radiant damage or damage from holy water during his previous attack, this trait does not function.
- If Glandon acts before the characters, he uses *charm* to target any obvious spell casters.
- If Glandon acts after the characters, he uses *multiattack* to grapple and *bite* the character who dealt the most damage to him.

At the end of each player's turn, Glandon can choose to expend one of his legendary actions.

Step C. Hit points

Glandon has hit points equal to 25 multiplied by the number of tables participating in Track 1 (minimum 144 hit points). For example, if ten tables participate, Glandon has 250 hit points.

Step D. Leaving the Table

When everyone has acted, Glandon turns into a cloud of bats and flies away to attack another table.

Step E. Chasing the Vampire

If Glandon retreats before the group can use their "Gulthias Stake" boon (see below), one player can follow him. That player leaves the table with the commander and delivers the "Gulthias Stake" boon to the next group Glandon attacks. The character joins that table for the combat, and then returns to their own group - unless they choose to chase the vampire further!

Step F. Defeating the vampire

If Glandon drops to 0 hit points, he turns into a cloud of mist and escapes. The group earns **1 victory point**. Glandon regenerates to 50 hit points and attacks another table.

To slay Glandon permanently, the group needs **Boon L-3A: Gulthias Stake**. If they have it, Glandon dies when the group's attacks reduce him to 0 hit points. The group earns **5 victory points**, and gains the use of another short rest. When Glandon dies for good, the administrators read the following announcement to the assembly:

Horns bellow across the battlefield. News reaches you that the vampire has been slain by [group name]! All around, the mists begin to recede! Group Lion is winning the fight!

Interactive Event: Glandon Dies!

If Glandon falls, the administrators add **1 victory point** to the victory pool for every group participating in this track. They also lower the black flag at headquarters.

Conclusion

The event ends after at least four hours of play. At the allotted time, the administrators will announce whether the event was a success or a failure. Try to wrap things up at least ten minutes before the end of

the event, so the players have time to fill out their log sheets.

Victory Conditions

To win the track, Group Lion's victory pool must equal or exceed the following threshold:

- 20 victory points multiplied by the number of tables participating on Track 1.

For example, if five groups participate on Track 1, they must earn **at least 100 victory points** between them.

If Lion wins, the Cult of the Dragon is driven from the town. Should Vorgansharax survive, it retreats to the mountains to lick its wounds.

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP per Foe
Acolyte	50
Ambush Drake	100
Bandit	25
Bandit Captain	450
Bugbear Chief	700
Commoner	10
Cultist	25
Cultist Fanatic	450
Dragonclaw	200
Ghast	450
Ghost	1,100
Ghoul	200
Guard	25
Half-Green Dragon Thug	100
Hobgoblin	100
Hobgoblin Captain	700
Knight	700
Kobold	25
Mummy	700
Needle Blight	50
Ogre	450
Ogre Zombie	450
Orc	100
Scout	100
Shadow	100
Shadow Demon	1,100
Shambling Mound	1,800
Specter	200
Thug	100
Twig Blight	25
Veteran	700
Wight	700
Winter Wolf	700
Wraith	1,800
Zombie	50

Non-Combat Awards

Task or Accomplishment	XP per character
Open trapped scroll case (L-2)	100
Deceive Spernik's ghost (L-4)	200
Find elixir behind bas-relief (L-5)	100

The **minimum** total award for each character participating in this adventure is **900 experience points**.

The **maximum** total award for each character participating in this adventure is **1,500 experience points**.

Treasure

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

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

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

Treasure Awards

Item Name	GP value
Sector Encounter (Medium)	5gp per character
Sector Encounter (Hard)	10gp per character
Sector Encounter (Deadly)	15gp per character
Quest	50gp per character

Stone of Good Luck

Wondrous item, uncommon (requires attunement)

The center of this fist-sized emerald appears to be hollow and filled with a viscous, green liquid. When agitated, the gem becomes warm. A description of this item can be found in the *Dungeon Master's Guide*.

+1 Half Plate

Armor (half plate), uncommon

This black enameled armor has a splash of green paint across the breastplate. No amount of cleaning will remove it; even magical attempts to remove the black or green paint prove useless. Any creature familiar with the Tears of Virulence are likely to treat the armor's wearer with suspicion. A description of this item can be found in 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 log sheet contains a column to record permanent magic items for ease of reference.

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

Renown

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

Emerald Enclave members earn **one renown point** for taking a sample of the corrupted plant (Quest L-3).

Zhentarim members earn **one renown point** for recovering the elixir from the tomb (Quest L-5).

Harpers members earn **one renown point** for interrogating the hobgoblin captain (Quest L-1).

Lords Alliance members earn **one renown point** for recovering Shal's records from the library (Quest L-4).

Order of the Gauntlet members earn **one renown point** for recovering the scroll from the cultist fanatic (Quest L-2).

Story Awards

The characters have the opportunity to earn the following story award during play.

Touched by the Mists: The Dark Powers of Ravenloft raised you from the dead for purposes unknown. The experience has placed a heavy burden on your soul, leaving you tainted by evil. Now cats hiss as you approach, and milk sours in your wake.

Downtime

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

DM Rewards

You receive **200 XP**, **100gp** and **ten downtime days** for running this session.

NPC Statistics

Acolyte

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Medicine +4, Religion +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/4 (50 XP)
Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:
Cantrips (at will): light, sacred flame, thaumaturgy
1st level (3 slots): bless, cure wounds, sanctuary

Actions

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

Ambush Drake

Medium dragon, unaligned

Armor Class 13 (natural armor)
Hit Points 22 (4d6 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	4 (-3)	11 (+0)	6 (-2)

Skills Perception +4, Stealth +4
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages understands Draconic but can't speak it
Challenge 1/2 (100 XP)
Pack Tactics. The drake has advantage on an attack roll against a creature if at least one of the drake's allies is within 5 feet of the creature and the ally isn't incapacitated.
Surprise Attack. If the drake surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

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

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.

Bandit Captain

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

Armor Class 15 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2
Skills Athletics +4, Deception +4
Senses passive Perception 10
Languages any two languages
Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

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

Bugbear Chief

Medium humanoid (goblinoid), chaotic evil

Armor Class 17 (chain shirt, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Intimidation +2, Stealth +6, Survival +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Heart of Hruggkek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two melee weapon 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 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.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning 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)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

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 of saving throws against being charmed or frightened.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *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 of 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 acolyte 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 20/60ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Dragonclaw

Medium humanoid (human), neutral evil

Armor Class 14 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Wis +2

Skills Deception +3, Stealth +5

Senses passive Perception 10

Languages Common, Draconic

Challenge 1 (200 XP)

Dragon Fanatic. The dragonclaw has advantage on saving throws against being charmed or frightened. While the dragonclaw can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonclaw ignores the effect of being charmed or frightened.

Fanatic Advantage. Once per turn, if the dragonclaw makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 7 (2d6) damage.

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

Actions

Multiattack. The dragonclaw attacks twice with its scimitar.

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

Ghast

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. A creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

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

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 it can see 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 x 100 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 ageing 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.

Ghoul

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glandon the Vampire

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68) if encountered in lair.

Otherwise, see Track Villain section.

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge NA (Track Villain)

Shapechanger. The vampire can polymorph into a swarm of bats to escape (see Track Villain section)

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

- **Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants.
- **Harmed by Running Water.** The vampire takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
- **Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving

throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions 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 vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Legendary Actions

The vampire 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 vampire regains spent legendary actions at the start of its turn.

- **Unarmed Strike.** The vampire makes one unarmed strike.
- **Bite (costs 2 Actions).** The vampire makes one bite attack.

Guard

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Half-Green Dragon Thug

Medium humanoid (human), any non-good alignment

Armor Class 11 (leather)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR 15 (+2) DEX 11 (+0) CON 14 (+2) INT 10 (+0) WIS 10 (+0) CHA 11 (+0)

Damage Resistances poison

Skills Intimidation +2

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Poison Breath (Recharge 5-6). The thug exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chainmail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR 13 (+1) DEX 12 (+1) CON 12 (+1) INT 10 (+0) WIS 10 (+0) CHA 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. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hobgoblin Captain

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Knight

Medium humanoid (human), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

Actions

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Kobold

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

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

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Mummy

Medium undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages any languages it knew in life

Challenge 3 (700 XP)

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Needle Blight

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	4 (-3)	8 (-1)	3 (-4)

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak
Challenge 1/4 (50 XP)

Actions

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

Needles. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 8 (2d6 + 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.

Ogre Zombie

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 2 (450 XP)

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

Actions

Morning Star. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Pixie

Tiny fey, neutral good

Armor Class 15

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Sylvan

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*

1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep*

Actions

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

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.

Shadow

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages –

Challenge 1/2 (100 XP)

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

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduced its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Shadow Demon

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

Damage Resistances acid, fire, necrotic, thunder;

bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, lightning, poison

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

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

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

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) psychic damage, or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

Shambling Mound

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages –

Challenge 5 (1,800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mounds engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed creature moves with it. The mound can only have one creature engulfed at a time.

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but cannot speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter 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.

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

Actions

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 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.

Thug

Medium humanoid (human), any non-good alignment

Armor Class 11 (leather)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Twig Blight

Small plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Skills Stealth +3

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

Challenge 1/8 (25 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a dead shrub.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Veteran

Medium humanoid (human), any alignment

Armor Class 17 (plate)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

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

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) 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 target. *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.

Winter Wolf

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 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.

Pack Tactics. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith 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.

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

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 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.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is

radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

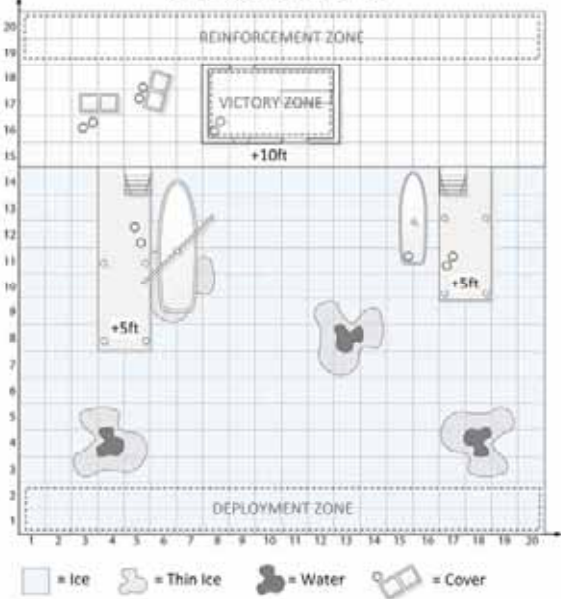
Actions

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

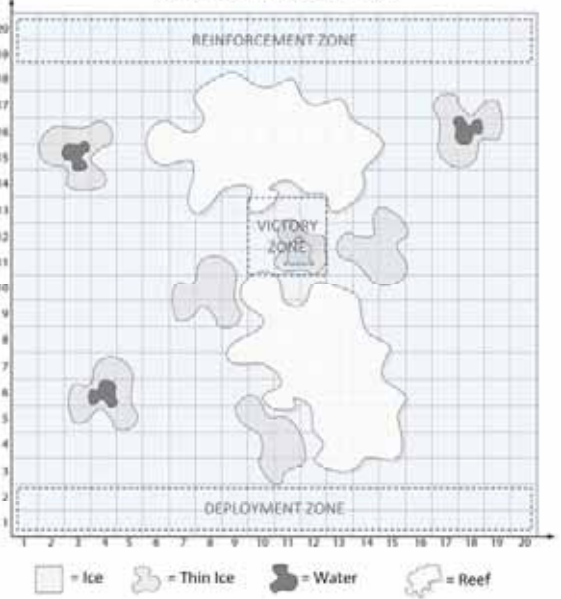
Map L-A: Frozen Bay

MAP L-A: FROZEN BAY

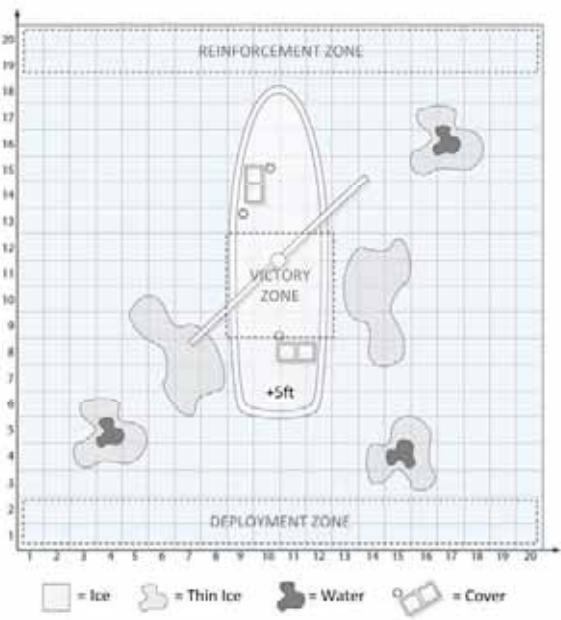
1: FROZEN PIER



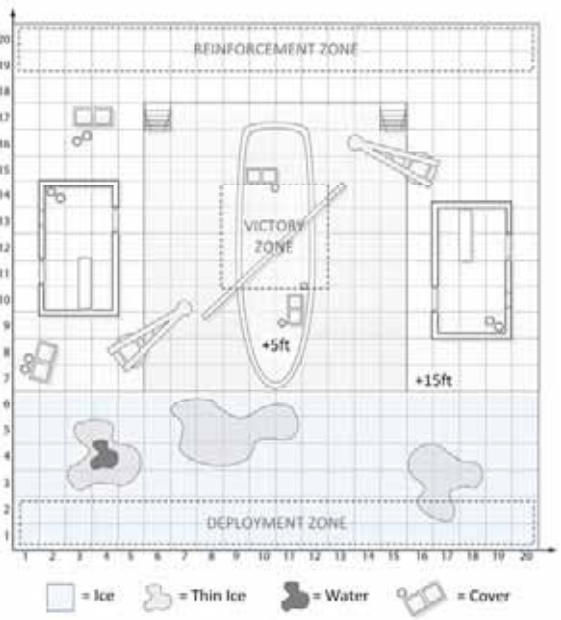
2: HARBOR BELL



3: ICE-LOCKED SHIP



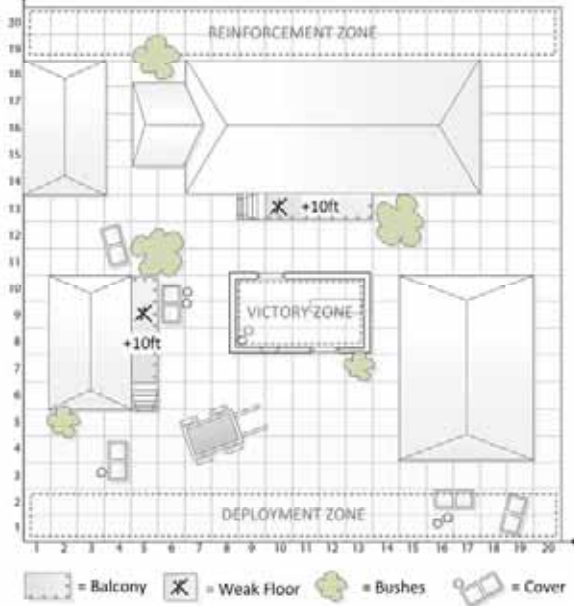
4: BOATYARD



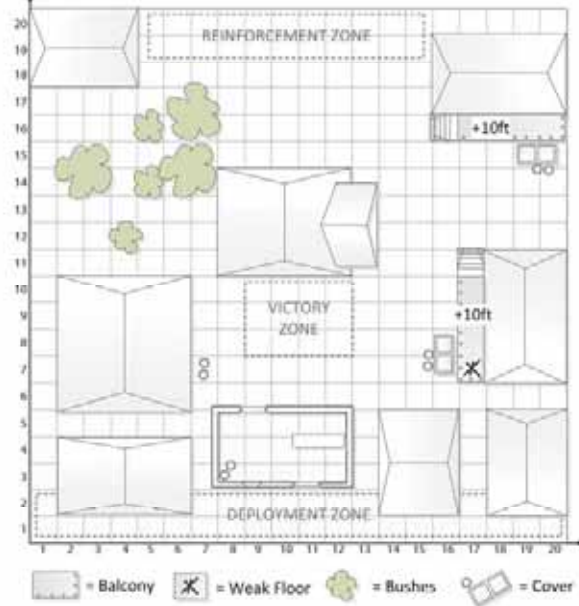
Map L-B: Harbor

MAP L-B: HARBOR

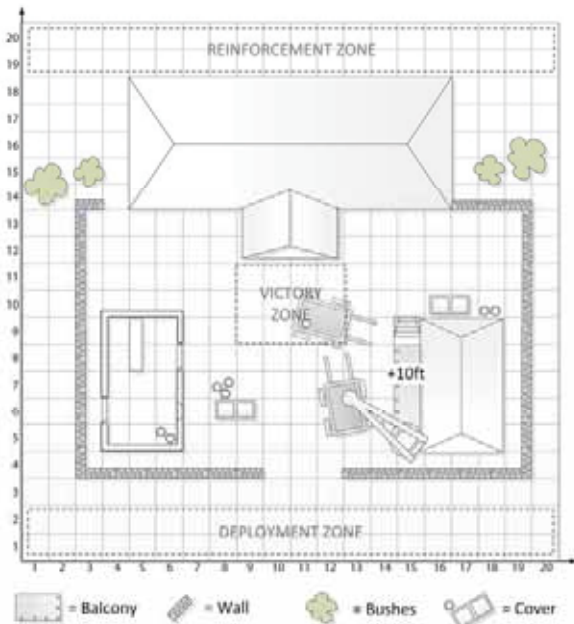
1: OUTSIDE THE LAUGHING GOBLIN



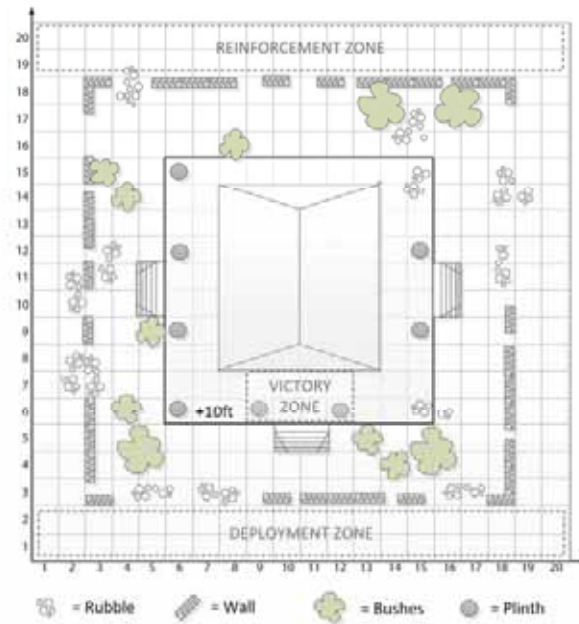
2: DENLOR'S TOWER



3: YARD OF COCKBURN'S GROCERY



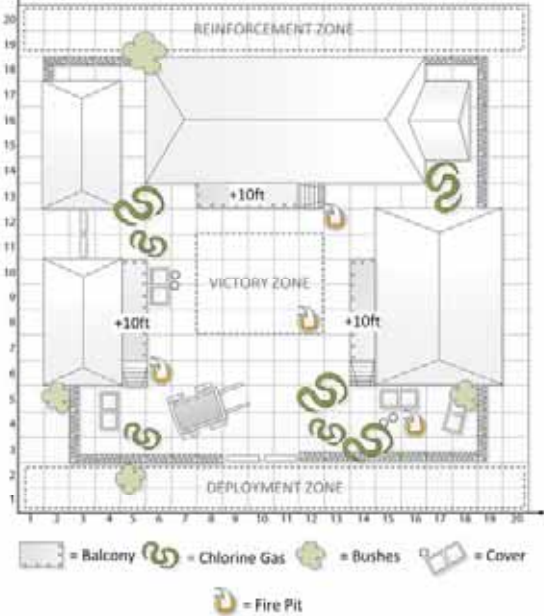
4: RUINS OF THE OLD CITY HALL



Map L-C: East Phlan

MAP L-C: EAST PHLAN

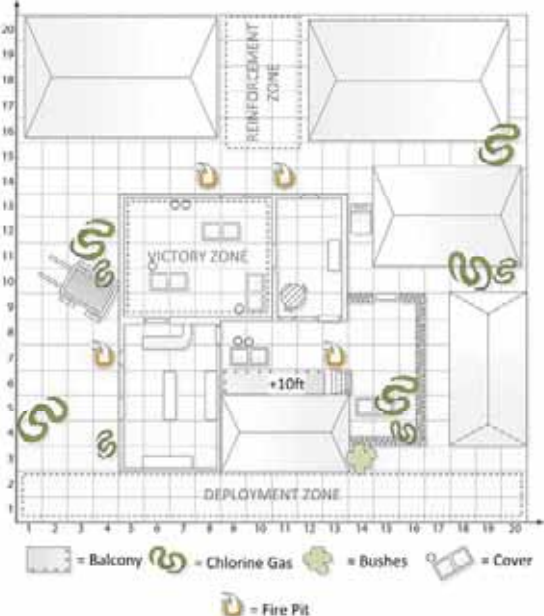
1: GROUNDS OF HOUSE JANNARSK



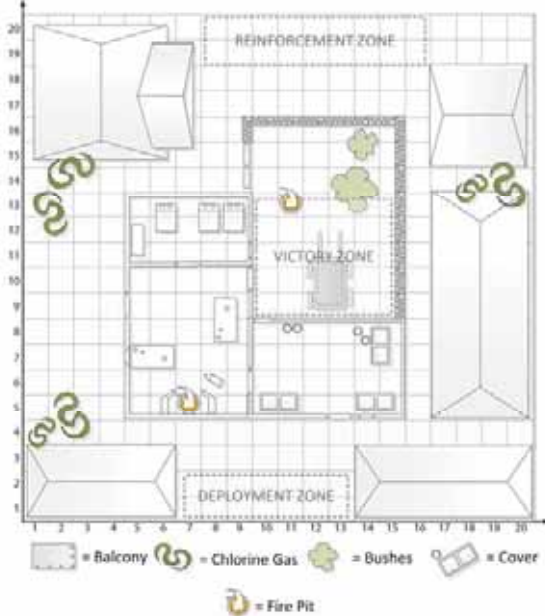
2: THE VELVET DOUBLET



3: VANG'S ARMORY



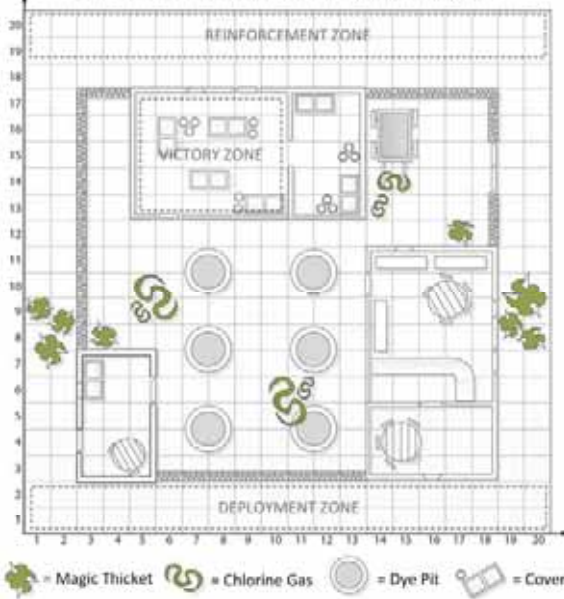
4: ALERO'S SMITHY



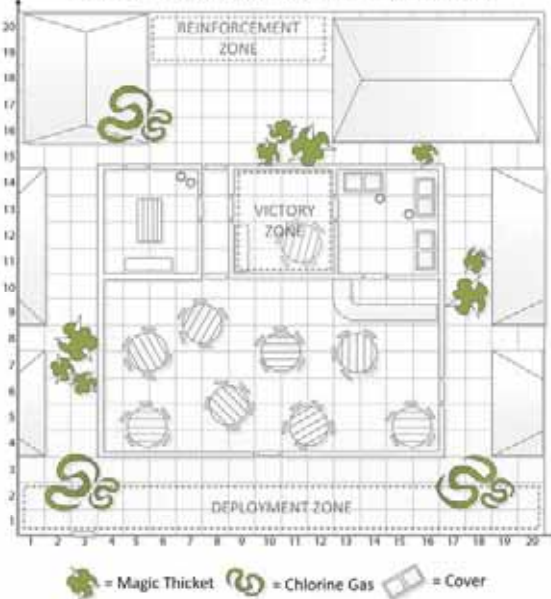
Map L-D: Old Phlan

MAP L-D: OLD PHLAN

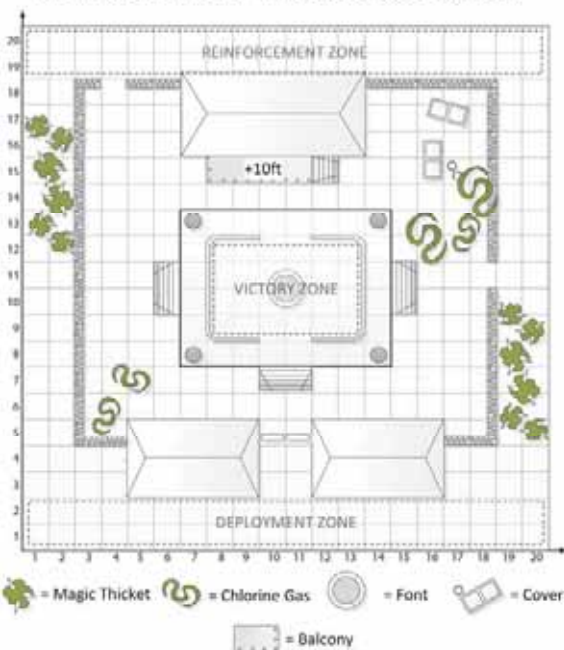
1: CADORNA TEXTILE HOUSE



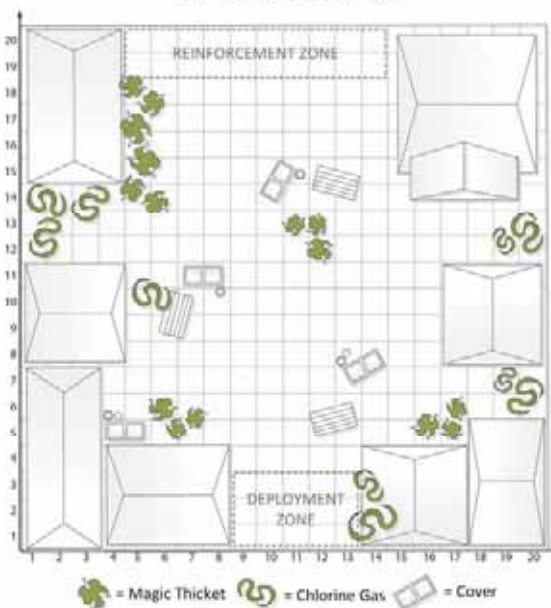
2: THE CRACKED CROWN INN



3: LYCEUM OF THE BLACK LORD



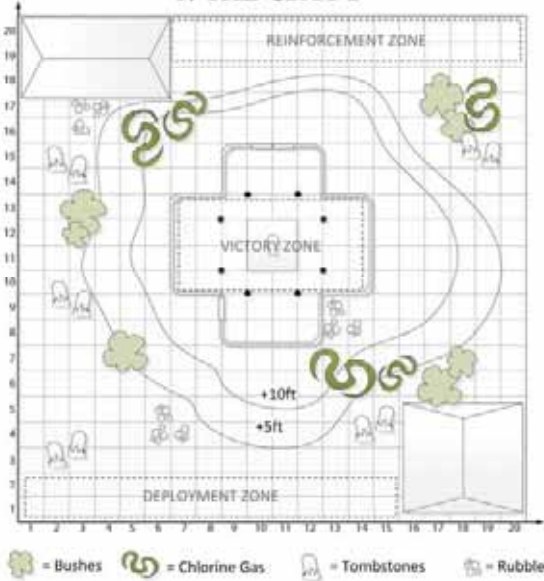
4: PODOL PLAZA



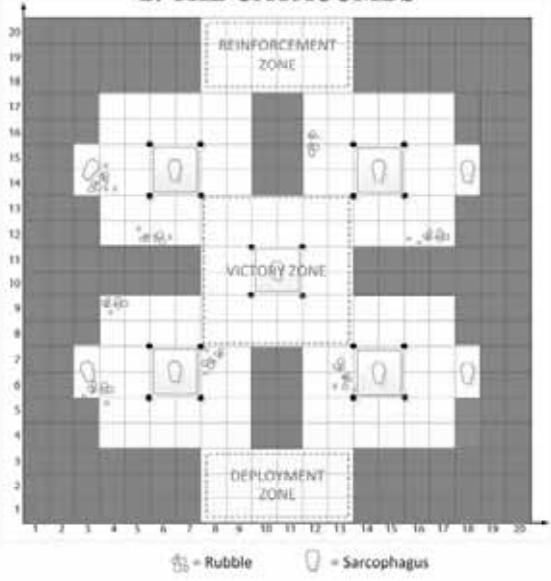
Map L-E: Valhingen Graveyard

MAP L-E: VALHINGEN GRAVEYARD

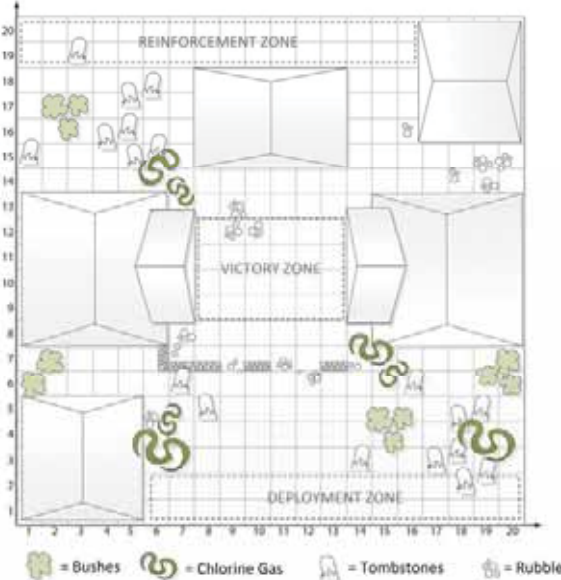
1: THE CRYPT



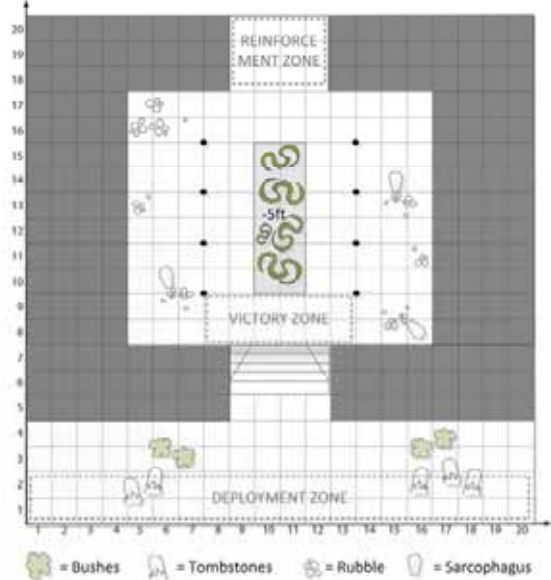
2: THE CATACOMBS



3: AMONG THE TOMBSTONES



4: CLOISTER OF KELEMVOR

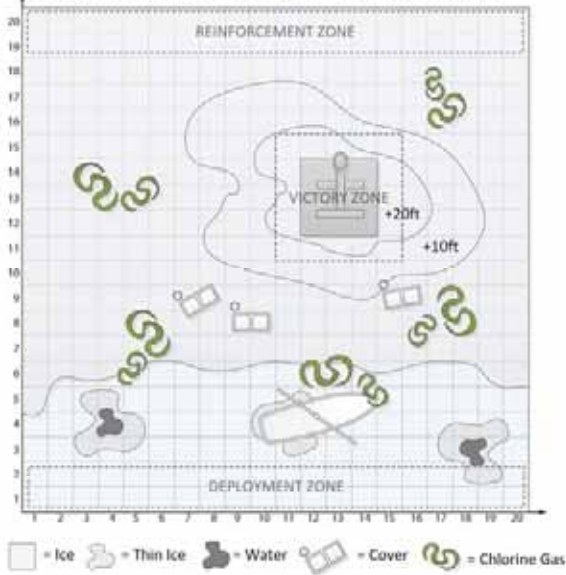


Not for resale. Permission granted to print or photocopy this document for personal use only.
 DDEP4: Reclamation of Phlan

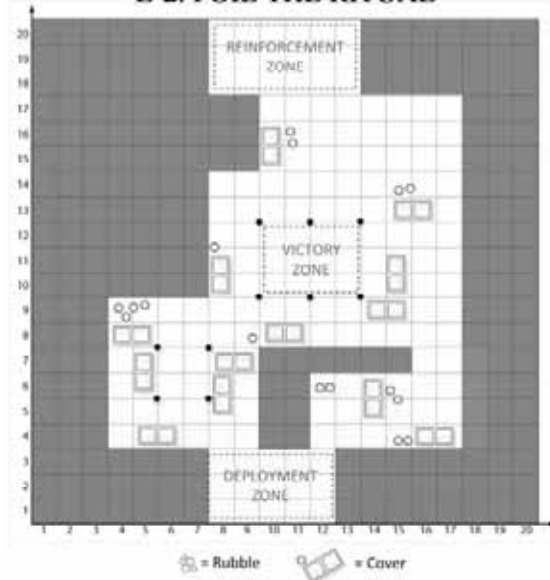
Map L1-L4: Quests

TRACK 1 (LION): QUEST MAPS

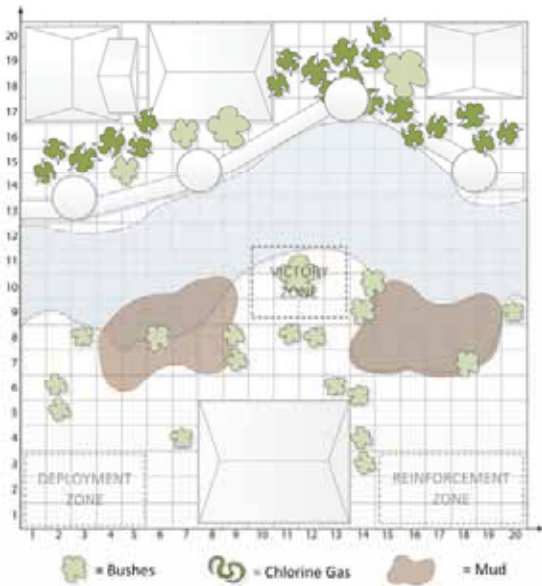
L-1: CAPTURE THE SIEGE ENGINE



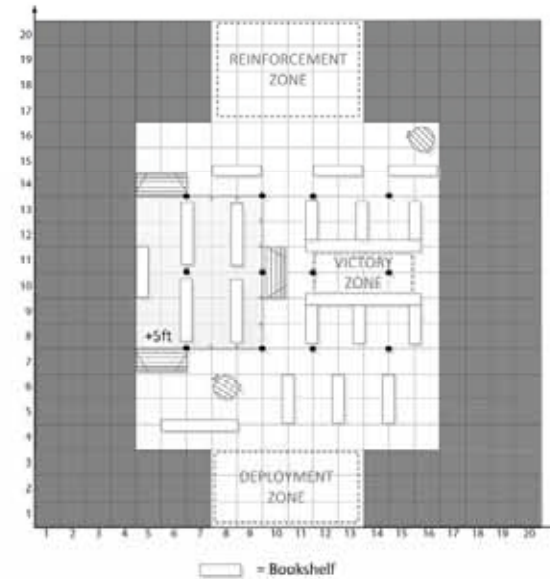
L-2: FOIL THE RITUAL



L-3: FELL THE GULTHIAS TREE



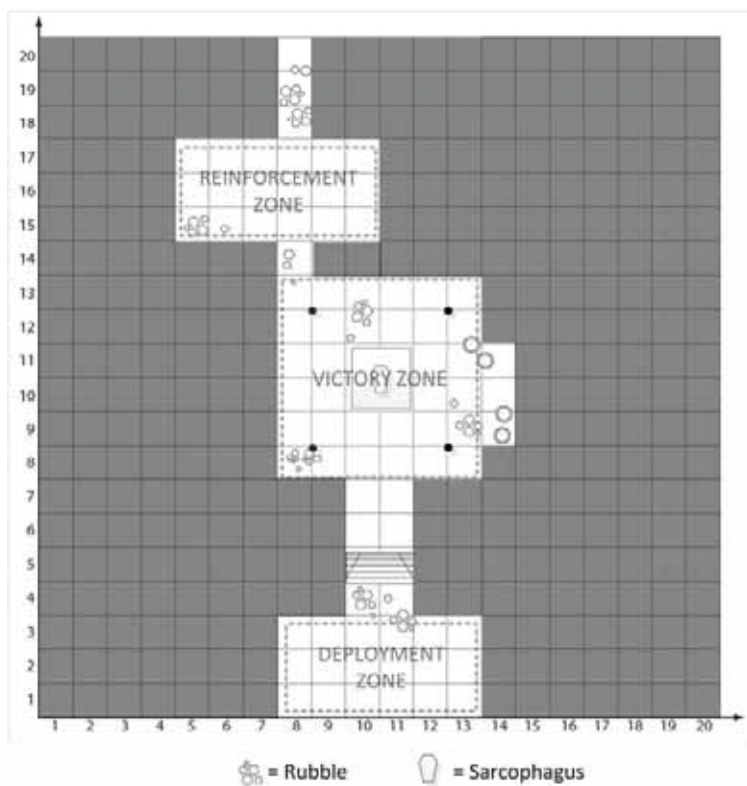
L-4: RESEARCH THE DRAGON



Map L1-L4: Quests

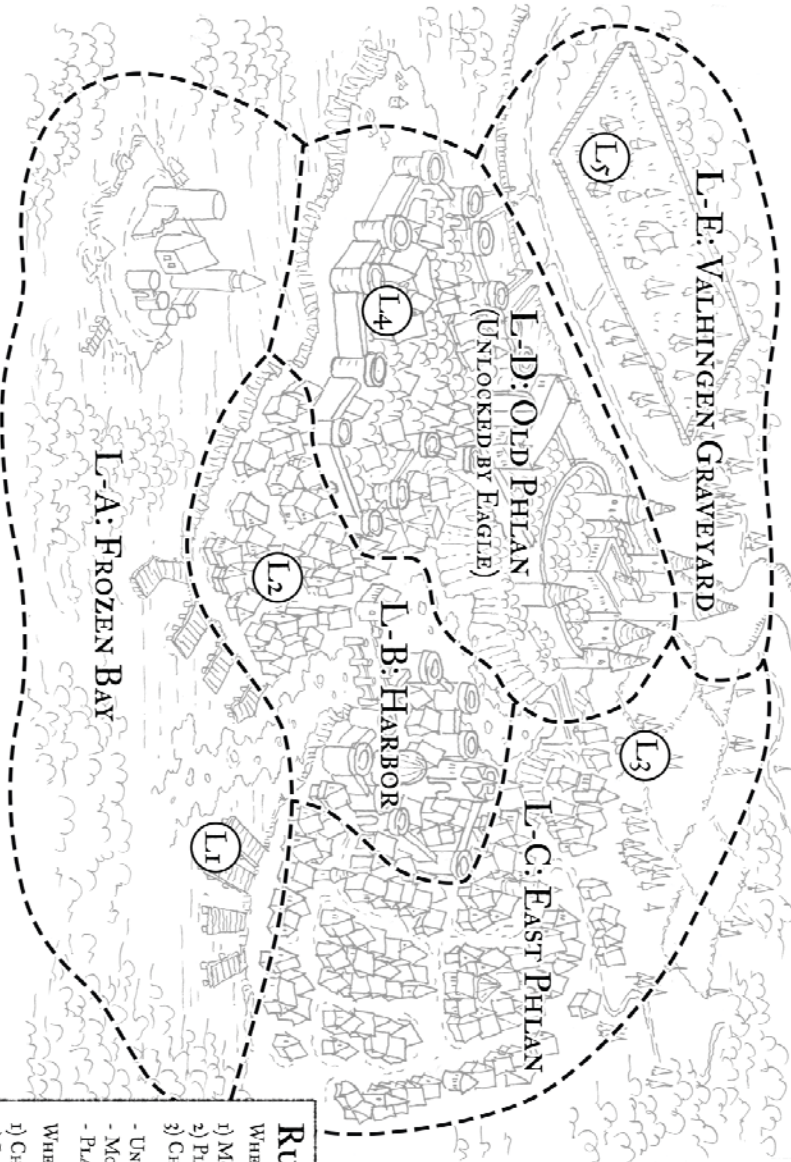
TRACK 1 (LION): QUEST MAPS






L-5: UNEARTH LOST SECRETS



Handout L-1: Tracking Sheet (Lion)

TRACK I: LION



-  L1: DESTROY SIEGE ENGINE (+7 VP)
-  L3: FELL THE GULTHIAS TREE (+8 VP)
-  L5: UNEARTH LOST SECRETS (+12 VP)
(UNLOCKED BY BROADSWORD)
-  L4: RESEARCH THE DRAGON (+10 VP)
-  L2: FOIL THE RITUAL (+8 VP)

VICTORY POINTS



GROUP NAME

RULES

WHEN ENTERING SECTOR:

- 1) MOVE BANNER ON HQ WAR MAP
- 2) PLAY ENCOUNTER IN SECTOR
- 3) CHOOSE NEXT MOVE:

- UNDERTAKE QUEST IN SECTOR
- MOVE TO ADJACENT SECTOR
- PLAY ANOTHER ENCOUNTER

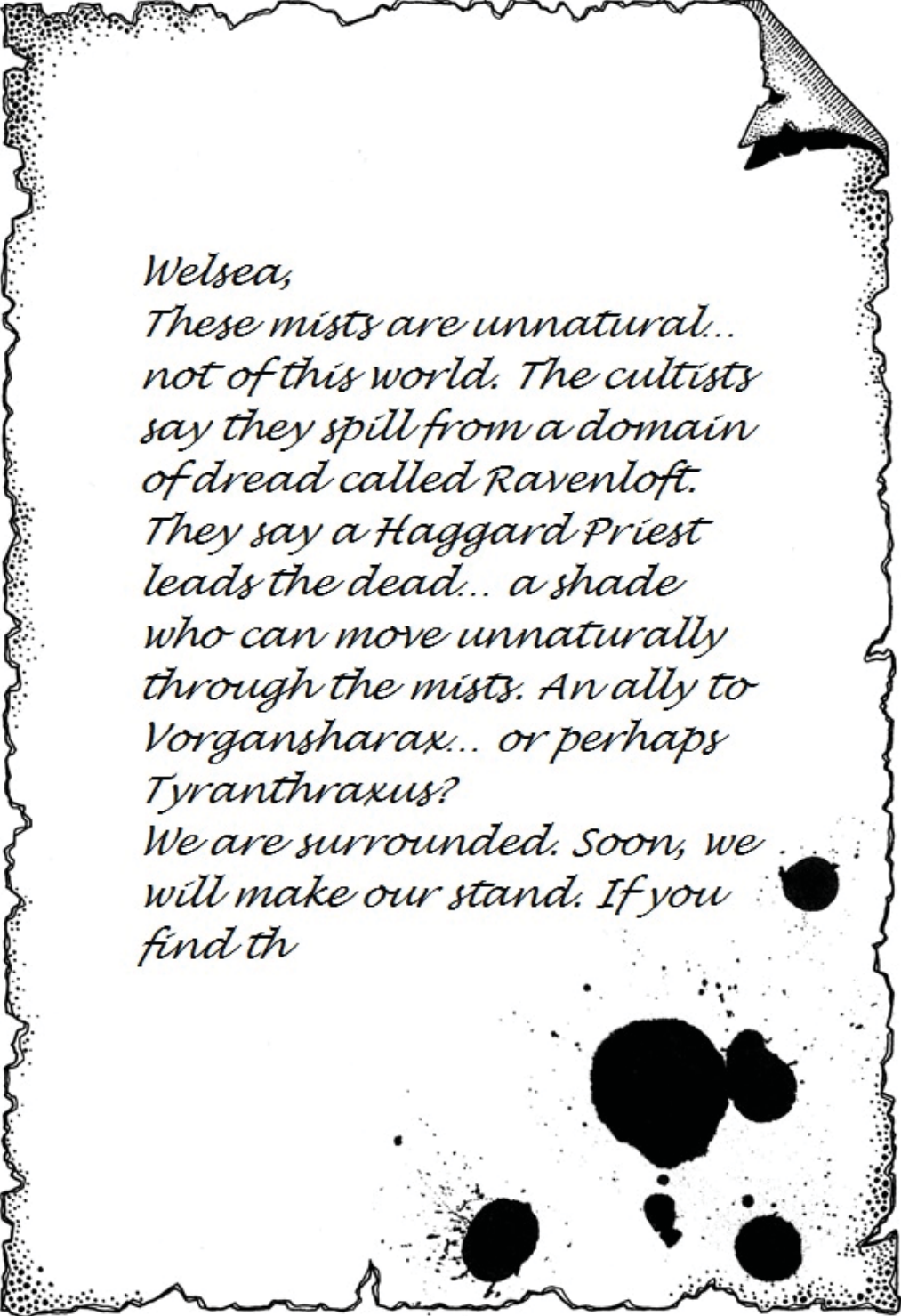
WHEN PLAYING ENCOUNTER:

- 1) CHOOSE DIFFICULTY
- 2) IF YOU WIN, TAKE VICTORY POINTS TO HQ
- 3) CLAIM TREASURE

WHEN PLAYING QUEST:

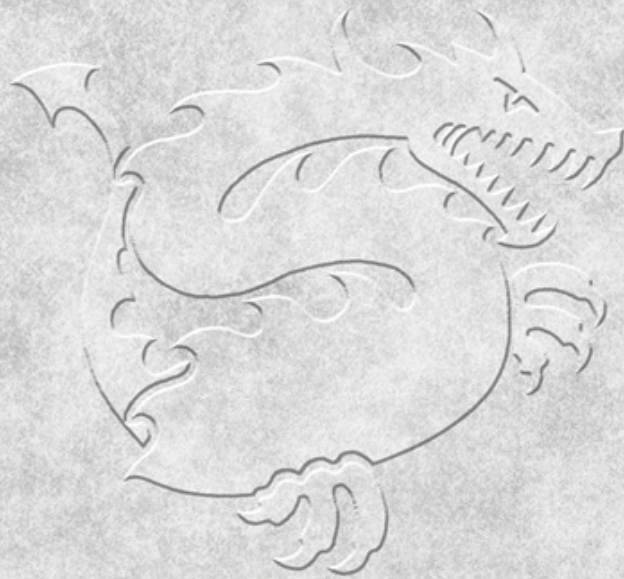
- 1) IF YOU WIN, TAKE VICTORY POINTS TO HQ
- 2) ASSIGN BOONS
- 3) CLAIM TREASURE

Handout L-2: Bloodied Parchment




*Welsea,
These mists are unnatural...
not of this world. The cultists
say they spill from a domain
of dread called Ravenloft.
They say a Haggard Priest
leads the dead... a shade
who can move unnaturally
through the mists. An ally to
Vorgansharax... or perhaps
Tyranthraxus?
We are surrounded. Soon, we
will make our stand. If you
find th*

Handout L-3: Bas-Relief Inscription



**Behold the wrath of the Flamed One!
Enemy of mine, whose time shall come again.
Honor me on that day, sons and daughters of Phlan.
Inside this crypt is hidden the tool to his demise.
No enemy shall take it, for the sarcophagus is trapped.
Dare you steal my treasure without thinking first?**

Track 1 Boons



L-1A

ARTILLERY SUPPORT


ACHIEVEMENT

We captured an enemy catapult!

EFFECT

When this boon is used, your group can kill two henchman enemies, or deal 44 (8d10) bludgeoning damage to a champion enemy. You must be above ground to use this boon.

Target Track: Lion (Track 1)



L-1B

VITAL INTELLIGENCE


ACHIEVEMENT

We interrogated a hobgoblin captain, and learned that the enemy is transporting slaves to ruined forts in the Grass Sea.

EFFECT

When this boon is received, unlock Quest E-4: Free the Slaves

Target Track: Eagle (Track 2)



L-2A

RESCUED SCOUT

ACHIEVEMENT


We freed a captive from a cult sacrifice beneath the harbor.

EFFECT

When this boon is received, your group gains a **scout** henchman. One player controls the scout. The scout acts after the controlling player's turn. The scout remains with your group until the end of the event, or until killed.

Target Track: Lion (Track 1)

Track 1 Boons (Cont.)



L-2B

TUNNEL MAP

ACHIEVEMENT

We foiled a cult ritual, and recovered a secret map of the tunnels beneath Valjevo Castle.

EFFECT

When used, this boon transports your group to any sector on the Broadsword war map (including locked sectors). You can undertake an unlocked quest in that sector without having to play an encounter there first.

Target Track: Broadsword (Track 3). This boon cannot be used until the orange flag is raised at HQ!



L-3A

GULTHIAS STAKE


ACHIEVEMENT

We felled a dreaded Gulthias tree on the banks of the Stojanow River.

EFFECT

The Emerald Enclave harvest the fallen Gulthias tree for magic stake wood. When you receive this boon, your group gains a *Gulthias stake* for use against the Lion track villain.

Target Track: Lion (Track 1)



L-3B

CHAOS BOMB

ACHIEVEMENT

We identified a magic corruption in the water of the Stojanow River. Our druids have now weaponized this poison.

EFFECT

Each character in the group receives a chaos bomb. These are improvised weapons with the thrown property (range 10/30). On a hit, the bomb deals 27 (5d10) poison damage, and creates a wild surge effect centered on the target (see PHB).

Target Track: Eagle (Track 2)

Track 1 Boons (Cont.)



SCROLL OF DRAGON LORE

ACHIEVEMENT

We found a lost scroll of dragon lore in Mantor's Library.

EFFECT

Use this boon when facing the dragon. Each character gains inspiration.

Target Track: Broadsword (Track 3). This boon cannot be used until the orange flag is raised at HQ!



SECRETS OF PHLAN


ACHIEVEMENT

We recovered a fragment of Shal Desenea's records. These reveal a network of secret passages under the ancient city of Phlan.

EFFECT

When used, this boon transports your group to any sector on the Lion war map (including locked sectors). You can undertake an unlocked quest in that sector without having to play an encounter there first.

Target Track: Lion (Track 1)



ELIXIR OF VIGILANCE

ACHIEVEMENT

Acting on information provided by Group Broadsword, we recovered a magic elixir from Valhingen Graveyard. This should aid the fight against Tyranthraxus.

EFFECT

For the rest of the event, the dragon cannot use its lair actions against your group. If you face the dragon in combat, it cannot use its legendary actions.

Target Track: Broadsword (Track 3). This boon cannot be used until the orange flag is raised at HQ!

Track 1 Boons (Cont.)



Track 2 (Eagle): Encounters

This adventure track is for 5th through 10th-level characters. Each table must only seat characters of this tier.

Introduction

Read the following aloud when the players are ready to begin:

Under a gibbet moon, the alliance thunders towards Phlan. Mounted on griffons, you soar above your comrades. Dozens of sleighs advance below, charging in a great line across the ice.

Up ahead, a fogbank obscures the town. The lights of civilization glow eerily within, masked by the hulking shadow of Sokol Keep. As you draw close, Commander Greycastle signals the charge.

You urge your winged steeds forward, skimming above the fogbank. Suddenly, dozens of scaled beasts surface like ghosts from below. Their eyes glow blue, and their leathery wings hang in tatters. As they attack, you hear cries of alarm from the sleighs below. There are undead on the ice!

Ask your Group Leader to place the banner in Sector E-A on the war map. The group must now resolve an encounter in this sector (see below).

Griffon Mounts

On this track, each character rides a griffon mount. Use the mounted combat rules to handle them in combat (see Player's Handbook). A griffon does not attack independently unless its rider falls unconscious. If a griffon takes damage, ask the controlling player to track its hit points.

Claws of the Emerald Enclave

These griffons nest in the Earthspur Mountains under the watchful eyes of Emerald Enclave rangers. Characters who played DDEX2-4 *Mayhem in the Earthspur Mines* or DDEP3 *Blood Above, Blood Below* may have ridden them before. If so, the griffons recognize the characters as trusted allies.

At the end of this adventure, the characters may claim their griffons as a permanent mount (see Rewards) and earn the *Friend of Griffons* story award.

In combat, enemies target the rider, not the griffon. If the rider falls unconscious or dies, the player controls the griffon. If the griffon dies, the character can ride as a passenger on an allied griffon, or the alliance can supply a replacement griffon.

Tracking Altitude

In combat, track the altitude of each flying creature separately. If you're using miniatures, place a d20 next to each flying creature. Each pip on the die represents five feet of altitude. For combats that occur high above ground, use differently-colored dice. One color denotes the creature's altitude above the 'default altitude', and the other color denotes its altitude below.

Sector E-A: Phlan

When the players enter this sector, read the following aloud:

The battle for Phlan has begun! Your steeds bank and soar through the fog, locked in combat with the undead wyverns. Greycastle's voice crackles through the sending stone.

"Gods' blood! We're neck-deep in the dead here! Hack them down, and seize the harbor! We need to find out where these horrors are coming from!"

Encounter Objective

Roll on the following table to determine the group's goal. Commander Greycastle briefs the characters through the sending stone.

Phlan Objectives

1d4	Objective
1	Defeat enemy champion
2	Rescue allies
3	Provide air support
4	Repel counterattack

1. Defeat Enemy Champion

"Their squadrons muster around undead champions. Fell the champions, and the squadrons may break!"

To win, the group must defeat the enemy champion. While the champion is alive, one wyvern zombie enters from the reinforcement zone at the end of each round. When the champion dies, allied forces wipe out any remaining enemies.

2. Rescue Allies

"One of our attack wings is cut off and in danger! Go now! Fly to their aid!"

To win, the group must defeat all of the enemies and ensure the survival of the veteran. When the

group arrives, the allied **veteran** is fighting on a **griffon** mount in the victory zone. Let the players control the veteran during the combat. When the encounter ends, the veteran moves to safety.

3. Provide Air Support

"Our troops on the ground need air cover! Bomb the positions they mark with flares, so your allies can push forward!"

To win, the group must bomb positions that ground troops mark with flares. The enemy tries to stop them. Before combat begins, a gnome sapper hands an alchemical bomb to each character. Dropping a bomb is an action that any character can perform on their turn.

The first flare appears in the victory zone. When a character drops a bomb on that position, another flare appears in a random space. Continue until the group has bombed as many spaces as there are players. At this point, allied forces wipe out any remaining enemies.

4. Repel Counterattack

"Reinforcements are inbound on your position. Bring them down, or die fighting! We must hold the skies!"

To win, the group must defeat all of the enemies. When the first enemy dies or a character enters the victory zone for the first time, two **wyvern zombies** appear in the reinforcement zone. These monsters take actions in the next round. Any additional reinforcements in this encounter do not count towards victory.

Encounter Opposition

The undead control the skies above Phlan. **Roll once on each column to determine the opposition for this encounter.**

Phlan Opposition

1d4	Champion	Henchmen
1	1 night hag riding a wyvern zombie	3 wyvern zombies
2	1 vampire spawn riding a wyvern zombie	6 specters
3	1 revenant riding a wyvern zombie	1 wyvern zombie and 4 specters
4	1 cambion riding a wyvern zombie	2 wyvern zombies and 2 specters

Encounter Difficulty

- For a Hard encounter, add two **wyvern zombies**.
- For a Deadly encounter, roll twice on the Henchmen column. At the end of each round, 1d3 **specters** enter from the reinforcement zone.

Adjusting the Encounter

Use one of the following adjustments. These are cumulative with any modifications based on difficulty:

- **Very Weak Group:** Remove 2 **wyvern zombies** or 4 **specters**.
- **Weak Group:** Remove 1 **wyvern zombie** or 2 **specters**.
- **Strong Group:** Add 1 **wyvern zombie** for every 2 characters in the group.
- **Very Strong Group:** Add 1 **wyvern zombie** for every character in the group.

Encounter Location

Encounters occur in the skies above Phlan. Map E-A contains battle maps for these locations.

Phlan Locations

1d4	Location
1	Walls of Old Phlan
2	Over the fog bank
3	The tower of Sokol Keep
4	Above the rooftops

General Features

Lighting: These locations are dimly lit. Creatures without low-light vision have disadvantage on Wisdom (Perception) checks that rely on sight.

Fogbank: The fogbanks heavily obscure any creature inside or behind them. These creatures cannot be seen without blindsight.

High Altitude: These encounters occur high above ground. Each map lists a default altitude for creatures entering combat.

Sector E-B: Iron Route

When the players enter this sector, read the following aloud:

Out from Phlan, the fog lessens. Ice clings to the coastal cliffs, where the Iron Route threads over headland and vale. In the dark, the lights of roadside hamlets twinkle like stars.

Encounter Objective

Roll on the following table to determine the group's goal. Commander Greycastle briefs the characters through the *sending stone*.

Iron Route Objectives

1d4	Objective
1	Raid convoy
2	Deceive cultists
3	Plant counterfeit orders
4	Blitzkrieg!

1. Raid Convoy

"Vorgansharax is using the Iron Route to transport supplies into Phlan. I need you to hit one of the dragon's convoys before it reaches town."

To win, the group must destroy an ox-drawn supply wagon and escape the area. When the group arrives, the wagon is passing through the victory zone, with the enemy spread defensively around it. The wagon has AC8, 100 hit points, and a damage threshold of 5. One of the henchmen drives the wagon. At the end of each round, another henchman enters from the reinforcement zone.

2. Deceive Cultists

"Captured cultists have revealed that their leaders greet new arrivals from the Sword Coast in person. I want you to pose as cultists to test this claim."

To win, the group must defeat the enemy champion(s). The champion is not present at the start of the encounter, and only appears when its henchmen give the signal. To summon the champion, the group must convince the henchmen they are genuine cultists. Because of this, the characters cannot use their griffons in this encounter.

Before the encounter begins, the alliance gives the characters simple disguises that allow them to pose as cultists. Roleplay the meeting in full, asking for Charisma (Deception or Persuasion) checks as appropriate. If the characters successfully dupe the cultists, the champion arrives soon after they give the signal.

3. Plant counterfeit orders

"Couriers relay the dragon's orders behind the front line. We need to steal one of those messages, and replace it with orders of our own..."

To win, the group must steal the orders from the victory zone and replace them with counterfeit orders. The group can create a diversion to distract

the enemies, but if the swap is observed, the encounter fails. In addition, at least one enemy must survive the encounter to deliver the counterfeit message.

Before the encounter begins, an agent of the alliance hands the counterfeit orders to one of the characters. When the group arrives, a wagon is parked in the victory zone, with the enemies spread defensively around it. The orders are inside an unlocked casket within the wagon.

4. Blitzkrieg!

"I need the Iron Route locked down so we can move reinforcements into the Grass Sea. Destroy the enemy with haste!"

To win, the group must defeat all of the enemies. For each round of combat after round 4, remove one victory point from the total available.

Encounter Opposition

The Cult of the Dragon controls the Iron Route. Roll once on each column to determine the opposition for this encounter.

Iron Route Opposition

1d4	Champion	Henchmen
1	1 hobgoblin warlord	3 knights
2	2 dragonfangs	3 veterans
3	2 gladiators	1 hobgoblin captain and 6 hobgoblins
4	1 mage	1 veteran and 6 thugs

Encounter Difficulty

- For a Hard encounter, add two **veterans**.
- For a Deadly encounter, roll twice on the Henchmen column and then add two **veterans**.

Adjusting the Encounter

Use one of the following adjustments. These are cumulative with any modifications based on difficulty:

- **Very Weak Group:** Replace any **knights** or **veterans** with **thugs**. Replace any **thugs** or **hobgoblins** with **guards**.
- **Weak Group:** Remove 1 **veteran**, **knight** or **hobgoblin captain**.
- **Strong Group:** Add 1 **veteran** for every 2 characters in the group.
- **Very Strong Group:** Add 1 **veteran** for every character in the group.

Encounter Location

Encounters occur at locations along the northern coastline of the Moonsea. **Map E-B contains battle maps for these locations.**

Iron Route Objectives

1d4	Location
1	King's Pyre
2	On the highway
3	Vig's Dock
4	Aleston Town Square

General Features

Lighting: These locations are dimly lit. Creatures without low-light vision have disadvantage on Wisdom (Perception) checks that rely on sight.

Bushes: The bushes count as difficult terrain and grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

Cover: Crates, barrels or wagons count as difficult terrain and grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

Sector E-C: Quivering Forest

When the players enter this sector, read the following aloud:

Mists churn over the Quivering Forest. Fingers of ice hang from the tree branches, and all is quiet save for the occasional hoot of an owl. To the west, the Stojanow River skirts the forest perimeter. Homestead lights twinkle here and there along its course.

The characters must leave their griffons outside the forest. The canopy is simply too thick for the griffons to enter while flying. Before leaving this sector, the characters can collect their griffons.

Encounter Objective

Roll on the following table to determine the group's goal. Commander Greycastle briefs the characters through the *sending stone*.

Quivering Forest Objectives

1d4	Objective
1	Rescue travelers
2	Escape the mists
3	Survive!
4	Catch the cultist

1. Rescue Travelers

"There's something strange happening out there. My scouts report that villagers have gone missing in the vicinity of the Quivering Forest. Find them, and lead them to safety."

To win, the group must meet with a group of five commoners, and then escape with at least one commoner surviving. The enemy tries to stop them. The commoners start in the victory zone. If a creature exits the location, the mists teleport it to a random space on the battlefield. After five creatures have been teleported, the mists recede.

2. Escape the Mists

(Breaking up) "Beware the forest... I have reports that.... evil... get out..."

To win, the group must escape the area. The enemy tries to stop them. The group starts in the victory zone. At the end of each character's turn, they teleport to a random space on the battlefield.

Roll a die whenever a character exits the map. On an odd result, the mists teleport the character to a random space on the battlefield. On an even result, the character exits the encounter and cannot return.

3. Survive!

"There's something in the mists! Something evil! May the gods protect you!"

To win, the characters must survive for as many rounds as there are characters in the group. At the end of each round, 2d3 **ghouls** enter from the reinforcement zone. If a character leaves the area, the mists teleport them to a random space on the battlefield. At the end of the encounter, any surviving characters teleport to safety.

4. Catch the Cultist

"Our scouts were tracking a cult messenger, but he fled into the Quivering Forest. I need you to capture him alive for questioning."

To win, the characters must capture the cultist thug alive and escape the area. The enemy tries to stop them. The thug starts in the victory zone. Due to the mists, each creature teleports to a random position at the end of their turn. If a creature exits the

area before the players capture the cultist, the mists teleport them to a random position on the battlefield.

Encounter Opposition

Where the veil between worlds is thin, monsters from Barovia have spilled over into the forest. **Roll once on each column to determine the opposition for this encounter.**

Quivering Forest Opposition

1d4	Champion	Henchmen
1	1 invisible stalker	3 wights
2	1 vampire spawn and 1 wraith	6 ghouls
3	2 vampire spawn	3 werewolves
4	2 wraiths	6 specters

Encounter Difficulty

- For a Hard encounter, add two **wights**.
- For a Deadly encounter, roll twice on the Henchmen column. At the end of each round, 1d3 **ghouls** enter from the reinforcement zone.

Adjusting the Encounter

Use one of the following adjustments. These are cumulative with any modifications based on difficulty:

- **Very Weak Group:** Remove 2 **wights/werewolves**, or 4 **ghouls/specters**.
- **Weak Group:** Remove 1 **wight/werewolf**, or 2 **ghouls/specters**.
- **Strong Group:** Add 2 **wights** for every 3 characters in the group.
- **Very Strong Group:** Add 1 **wight** for every character in the group.

Encounter Location

Encounters occur in the mists of the Quivering Forest. **Map E-C contains battle maps for these locations.**

Quivering Forest Locations

1d4	Location
1	Road to Kabel's Hill
2	Forest glade
3	Banks of the Stojanow River
4	Lost in the mists

General Features

Lighting: These locations are dimly lit. Creatures without low-light vision have disadvantage on Wisdom (Perception) checks that rely on sight.

Bushes: The bushes count as difficult terrain and grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

Fogbank: The fogbanks heavily obscure any creature inside or behind them. These creatures cannot be seen without blindsight.

Sector E-D: Grass Sea

This sector is locked until Group Broadsword gains enough victory points on Track 3 to open it. When the sector is unlocked, the administrators will raise a blue flag at HQ and make the following announcement:

Word spreads across the alliance that Group Broadsword has located the orc hideouts inside the Grass Sea! Group Eagle: the Grass Sea is unlocked!

Sector Unlock!

Whenever a sector is unlocked, the characters are able to travel to it without having to travel through other, adjoining sectors. It is immediately available for play.

When the players enter this sector, read the following aloud:

A great prairie stretches from the shores of the Moonsea to the foot of the Dragonspine Mountains. The ruins of long-forgotten kingdoms rise from the rolling grasslands.

Encounter Objective

Roll on the following table to determine the group's goal. Commander Greycastle briefs the characters through the *sending stone*.

Grass Sea Objectives

1d4	Objective
1	Defeat champion
2	Defeat enemy warband
3	Steal supplies
4	Capture messengers

1. Defeat Champion

"We need to force the dragon's mercenaries away from Phlan. Slay the leaders, and the lackeys will rout!"

To win, the group must defeat the enemy champion and escape the area. Until the champion dies, 1d3 orcs enter the encounter from the reinforcement zone at the end of each round.

2. Defeat Enemy Warband

"Those warbands are transporting fire oil to the battle for Phlan. We cannot let them through. Strike hard!"

To win, the group must defeat all of the enemies. Kegs of fire oil stand in five random positions on the map. If a keg takes 5 points of damage, it explodes. Any creature within 15 feet of a keg when it explodes takes 44 (8d10) fire damage, or half damage on a successful DC 15 Dexterity saving throw. Any reinforcements in this encounter do not count towards victory.

3. Steal Supplies

"The warbands from Thar rely on strong lines of supply. Steal their provisions, and their forces will soon crumble."

To win, the group must steal all of the supply crates. The enemy tries to stop them. Place supply crates in random positions on the map. There should be twice as many crates as there are players in the group. As an action, a character can order their griffon mount to grab a crate as part of its movement. A griffon can only carry one crate at a time. If the griffon delivers the crate to the deployment zone, allied riders relay it away.

4. Capture Messengers

"The warbands use kobold runners to relay information between their camps. I need you capture some alive for questioning."

To win, the group must capture the kobold messengers alive for questioning. The enemy tries to stop them. At the start of each round, 1d3 kobold messengers emerge from tunnels in random positions on the map. If a kobold escapes the area, remove one victory point from the encounter reward. The group fails if their victory point award reaches zero. In total, there should be twice as many kobold as there are players.

Encounter Opposition

Orc and hobgoblins from Thar are hiding out in the Grass Sea. **Roll once on each column to determine the opposition for this encounter.**

Grass Sea Opposition

1d4	Champion	Henchmen
1	1 hobgoblin warlord	6 half-ogres
2	2 trolls	9 orcs
3	1 cyclops	2 half-ogres and 6 orcs
4	1 mammoth (henchman as rider)	2 orogs and 4 orcs

Encounter Difficulty

- For a Hard encounter, add two **half-ogres**.
- For a Deadly encounter, roll twice on the Henchmen column. At the end of each round, 1d4 **orcs** enter from the reinforcement zone.

Adjusting the Encounter

Use one of the following adjustments. These are cumulative with any modifications based on difficulty:

- **Very Weak Group:** Replace any orcs with kobolds, and replace any half-ogres or orogs with orcs.
- **Weak Group:** Remove 3 orcs, or 2 half-ogres.
- **Strong Group:** Add 2 half-ogres for every 3 characters in the group.
- **Very Strong Group:** Add 1 half-ogre for every character in the group.

Encounter Location

Encounters occur in locations across the great prairie. **Map E-D contains battle maps for these locations.**

Grass Sea Objectives

1d4	Location
1	Standing stones
2	Ruined tower
3	Orc camp
4	Toppled colossus

General Features

Lighting: These locations are dimly lit. Creatures without low-light vision have disadvantage on Wisdom (Perception) checks that rely on sight.

Bushes: The bushes count as difficult terrain and grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

Cover: Crates, barrels or wagons count as difficult terrain and grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

Fogbank: The fogbanks heavily obscure any creature inside or behind them. These creatures cannot be seen without blindsight.

Zone E-E: Sorcerer's Isle

When the players enter this sector, read the following aloud:

A foreboding pyramid stands on an island in the middle of the lake. Ravens flock around its peak, and dark moss clings to its silvery flanks. North of here, the Stojanow River is frozen solid. South of the pyramid, the ice breaks up and the river flows freely. Clouds of steam rise from the woody bog near the pyramid's base.

Campfires burn in the woods around the pyramid, and the muffled din of battle rings out across the night. As you swoop closer, an allied griffon rider flies up to meet you. She calls over to you.

"The Red Wizards have laid claim to the pyramid and appear to be opening rifts between the planes. They war against the mutants for control of the pyramid. We must stop them!"

With Vorgansharax occupied in Phlan, a contingent of Red Wizards has renewed experiments inside the pyramid. When the group arrives, the Red Wizards are locked in combat with the pyramid's mutated inhabitants.

Encounter Objective

Roll on the following table to determine the group's goal. Commander Greycastle briefs the characters through the *sending stone*.

Sorcerer's Isle Objectives

1d4	Objective
1	Reinforce area
2	Stop the summoners
3	Defeat the wizards
4	Quell lizardfolk outbreak

1. Reinforce Area

"Strike a blow against the Thayans, and the mutants will see we mean them no harm!"

To win, the characters must defeat all the enemies. If one or more characters occupies the victory zone at the end of the round, add 1d3 mutant **lizardfolk** to the deployment zone. The players control the lizardfolk. If the players win, the lizardfolk remain behind to hold the area.

2. Stop the Summoners

"The Red Wizards meddle with magic they cannot control! Stop their rituals before they bring ruin upon us!"

To win, the characters must dispel the summoning circles before the wizards open portals to the Abyss. The enemy tries to stop them. While the magic circles remain active, 1d3 enemy **scouts** enter from the reinforcement zone at the end of each round.

As an action, a character inside a circle can attempt to dispel its magic. This requires a successful DC 15 Intelligence (Arcana or Religion) check. If the character is untrained in either skill, they have disadvantage on the check.

An enemy inside a circle can spend an action to reactivate its magic. This requires a successful DC 10 Intelligence (Arcana or Religion) check. Unless the enemy is a mage, it takes disadvantage on this check.

If a circle is active for 3 consecutive rounds, it opens a portal to the Abyss. The encounter fails, and a **blue slaad** attacks every group currently doing battle this sector (inform the administrators about this when it occurs). If the characters dispel all of the circles, allied forces wipe out any surviving enemies.

3. Defeat the Wizards

"The Thayans have no claim to this land! Drive them back, but beware their magic!"

To win, the characters must defeat all enemies. Any reinforcements in this encounter do not count towards victory. When an enemy is inside one of the circles, it has resistance to all forms of damage and advantage on all saving throws. As an action, a character inside a circle can attempt to dispel the circle's magic. This requires a successful DC 15 Intelligence (Arcana or Religion) check. If the character is untrained in either skill, they have disadvantage on the check.

4. Quell Lizardfolk Outbreak

"Drive the Thayans into the grave! But beware - the wizards' magic is affecting the mutants in unpredictable ways!"

To win, the characters must defeat all enemies. When the characters arrive, place 1d4 insane **lizardfolk** in random positions on the battlefield. On their turn, the lizardfolk attack the nearest creatures. If a lizardfolk drops an opponent to 0 hit points, the

opponent dies and rises again as a lizardfolk with full hit points.

Encounter Opposition

The Thayans fiercely defend the isle from intruders.

Roll once on each column to determine the opposition for this encounter.

Sorcerer's Isle Opposition

1d4	Champion	Henchmen
1	1 mage	9 scouts
2	1 mage	3 hell hounds
3	1 mage	1 veteran and 2 hell hounds
4	2 gladiators	3 veterans

Encounter Difficulty

- For a Hard encounter, add two **hell hounds**.
- For a Deadly encounter, roll twice on the Henchmen column. At the end of each round, 1d4 **scouts** enter from the reinforcement zone.

Adjusting the Encounter

Use one of the following adjustments. These are cumulative with any modifications based on difficulty:

- **Very Weak Group:** Remove 6 **scouts**, or 2 **hell hounds/veterans**.
 - **Weak Group:** Remove 3 **scouts**, or 1 **hell hound/veteran**.
- Strong Group:** Add 2 **hell hounds** for every 3 characters in the group.
- **Very Strong Group:** Add 1 **hell hound** for every character in the group.

Encounter Location

Encounters occur on the wooded isle beneath the pyramid. **Map E-E contains battle maps for these locations.**

Sorcerer's Isle Locations

1d4	Location
1	Mutant shanty town
2	Thayan camp
3	Wild magic zone
4	Base of the pyramid

General Features

Lighting: These locations are dimly lit. Creatures without low-light vision have disadvantage on Wisdom (Perception) checks that rely on sight.

Bushes: The bushes count as difficult terrain and grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

Cover: Crates, barrels or wagons count as difficult terrain and grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

Fogbank: The fogbanks heavily obscure any creature inside or behind them. These creatures cannot be seen without blindsight.

Track 2 (Eagle): Quests

Quest E-1: Capture a Watchtower

The group must complete an encounter in Sector E-A: Phlan to undertake this quest. When they begin, read the following aloud:

Hastily-constructed watchtowers loom over Phlan. Signal fires wink from braziers atop the towers, relaying messages up and down the enemy's ranks.

As you fly closer, a half-orc in battered armor swoops alongside on his griffon. You recognize him as Dargol Rend of the Order of the Gauntlet.

"Seize a tower, and hold it against evil until I return with reinforcements!" he shouts. "If we blind the dragon's eyes, it cannot guide its minions!"

Dargol Rend casts *bleed* on any characters who have worked with him before (see 'Roleplaying Dargol-Rend', below). He then flies off to aid another group.

Faction Assignment: Order of the Gauntlet

If any characters belong to the Order of the Gauntlet, Dargol-Rend gives them an additional objective:

- With the fall of Tiamat, rumors have spread of dissent in the dragon's ranks. Some say that the dragon's traitorous Black Fist officers - the Tears of Virulence - are preparing to switch sides again.
- Dargol-Rend wants the group to interrogate a senior officer about this rumor, and identify any defectors.

Roleplaying Dargol-Rend

Dargol-Rend is a battle-chaplain of Tempus and Vindicator of the Order of the Gauntlet. He doesn't suffer fools, and isn't afraid to speak his mind. Dargol-Rend was first encountered in DDEP3: *Blood Above, Blood Below*, where he masterminded an attack on the demons of the Crimson Trinity. He's the cousin and sparring partner of Zern Xerkstil, the faction's leader in the Moonsea.

Quote: "For blood and triumph!"

Quest Encounter

Map E-1 shows the layout of this encounter. To win, the group must prevent the enemy from occupying the victory zone for three consecutive rounds. Only count enemies that are inside the

victory zone at the end of a round. The enemy tries to stop them. At the end of each round, add one **hobgoblin** to the reinforcement zone. If the group holds the location, allied forces wipe out any remaining enemies.

At the start of the encounter, place the following enemies in the victory zone:

- A **dragonsoul**
- A **hobgoblin captain**
- Eight **hobgoblins**

During combat, the dragonsoul uses its *limited flight* to move between towers while sniping at the characters with its *Orb of Dragonbreath*. The hobgoblin captain sends half of the troops to engage the group in melee while the rest form up as a line of archers.

General Features

Lighting: This location is well lit by torches.

Cover: Crates, barrels or wagons count as difficult terrain and grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

War Events

This quest takes place in the thick of the battle. At the end of each player's turn, roll on the following table to determine a war event.

War Events

1d20	Event
1	Incoming! A boulder hurled from an enemy catapult smashes into a random space on the battlefield, dealing 44 (8d10) bludgeoning damage to any creature present. On a successful DC 15 Dexterity saving throw, the creature takes half damage.
2	Caustic smoke! 1d3 clouds of caustic smoke drift onto the battlefield and linger in random positions. Each cloud fills a 10ft. cube and appears at tower level. Creatures that start their turn inside the smoke or move inside it must succeed on a DC 15 Constitution saving throw or take 24 (4d10) poison damage. The smoke blocks vision entirely and heavily obscures creatures inside it (creatures inside are blinded).
3	Explosion! An alchemical bomb explodes nearby. The character must succeed on a DC 10 Constitution saving throw or be thrown from their mount. If the character is not mounted, the blast knocks them prone instead.
4	Drifting mist! A cloud of mist momentarily drifts across the battlefield. During the next creature's turn, all attacks are made with disadvantage.

5	Black arrows! Make 1d3 ranged attacks against the character: +4 to hit, Hit: 6 (1d8+2) piercing damage.
6	Sudden gust of wind! The character's griffon must succeed on a DC 10 Constitution saving throw, or fly 1d20 feet in a random direction.
7	Kobold reinforcements! Add 1d6 kobolds to the reinforcement zone. The kobolds act in the next round.
8	Wyvern flyby! A wyvern zombie swoops past and makes a single Bite attack on the character before flying off (+7 to hit, Hit: 11 (2d6+4) piercing damage).
9	Griffon flyby! A griffon swoops past and makes a single Claw attack on an enemy before flying off (+6 to hit, Hit: 11 (2d6+4) piercing damage).
10+	No effect

Interrogating the Dragonsoul

Knowing that Tiamat's plans are ruined, the dragonsoul confesses all. She provides a list of suspected traitors within the Tears of Virulence (see 'Quest Rewards', below).

Adjusting the Encounter

This quest has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Party:** Remove the **hobgoblin captain** and 2 **hobgoblins**.
- **Weak Party:** Replace the **hobgoblin captain** with a **hobgoblin**.
- **Strong Party:** Add 1 **hobgoblin captain** for every 3 characters in the group.
- **Very Strong Party:** Add 1 **hobgoblin captain**, and then add 1 **hobgoblin** for every 2 characters in the group.

Quest Rewards

- If the group captures the tower, they gain **7 victory points**.
- If the group interrogates the dragonsoul cultist, any **characters that are members of the Order of the Gauntlet** gain **one point of renown**.

Magic Item Reward

In addition to the above rewards, the characters should earn one of the two items listed below. Only one of the items should be given for completing this quest.

- If this is the **first quest** the characters have completed, they are rewarded with a *staff of healing*.

OR

- If this is the **second quest** the characters have completed, they are rewarded with a suit of *Nettle (+2 Hand Crossbow)*.

Boon: Eyes on High

If the group holds the tower, they earn the following boon:

Boon E-1A: Eyes on High

Achievement: We captured an enemy watchtower.
Effect: When this boon is used, your group surprises the enemy in the next encounter. During the first round of combat, your characters gain advantage to all attacks.
Track: Eagle

Give the group **Boon E-1A: Eyes on High**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Eagle** track.

Boon: List of Traitors

If the players interrogate the dragonsoul cultist, they earn the following boon:

Boon E-1B: List of Traitors

Achievement: We interrogated a dragonsoul cultist, and learned about dissent in the dragon's ranks.
Effect: When this boon is received, unlock Quest B-5: Seed Dissent.
Track: Broadsword. This boon cannot be used until the orange flag is raised at HQ!

Give the group **Boon E-1B: List of Traitors**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Broadsword** track.

Quest E-2: Recruit Bandits

The group must complete an encounter in **Sector E-B: Iron Route** to undertake this quest. When they are ready to begin, read the following aloud:

You meet your allies on a clifftop overlooking the frozen bay. Explosions flash on the horizon, and the distant moans of horns tremble on the night air.

A half-elf in a hooded grey cloak approaches your griffons. You recognize him as Sirge Wintermelt of the Harpers.
 "Well met, friends. The alliance has need of you."

Sirge reveals the following information:

- Since the fall of Phlan, bandit clans have resumed raiding the Iron Route. With fewer traders on the road, the bandits mostly target the dragon's supply lines.

- The bandits are chaotic, but could be recruited for the liberation of Phlan. After all, slaying the dragon will reopen the trade routes and provide them with more plunder.
- Sirge has arranged a parley. He wants the group to meet his bandit contact and negotiate an alliance.

Sirge hands a potion of superior healing to any character who has worked with him before (see 'Roleplaying Sirge Wintermelt', below). He then moves off to recruit another group.

Faction Assignment: Harpers

If any characters belong to the Harpers, Sirge gives them an additional objective before moving on:

- The Harpers want to spy on their bandit contact. The group must plant a magic scrying beacon on her person without her noticing.
- The device looks like an innocuous pebble. It is light, so a character could slip it into her belt pouch without her noticing.
- With the device in place, the Harpers can listen in on their contact's dealings within the criminal underworld.

Roleplaying Sirge Wintermelt

The Harpers dispatched Sirge from Cormyr to investigate cult activity in the Moonsea. His hair is streaked with grey, and his features are lean and hawk-like. Like most rangers, he prefers the wild outdoors to the comforts of civilization.

Characters who played DDEX1-9 *Outlaws of the Iron Route* may have freed Sirge from the Claws of Tiamat. He showed up again in DDEX2-4 *Mayhem in the Earthspur Mines*, where he petitioned his allies to free the miners of Falling Stone Mine.

Quote: "All things come to an end. Seasons change, leaves fall, and even dragons die."

Meeting the Contact

Use the Encounter Location table from Sector E-B to generate a random meeting site. When the characters arrive, their bandit contact signals them with a lantern. The half-orc introduces herself as Rathene Fel (see 'Roleplaying Rathene Fel', below).

Rathene tells the group that her bandits are nearby and ready to strike on her signal. Roleplay the negotiations as a series of Charisma checks, or just act it out. Rathene has the following demands (feel free to ad-lib more):

- An advance payment of 200 gold pieces, with at least double that as final payment when the work is done.
- Immunity from prosecution for any crimes to date committed by the bandits (including murder).

- The release of various criminals from the Stojanow Gate (assuming they're still alive).

The bandits' terms are flexible. If the group promises to fulfil at least two demands, Rathene lets her final demand slip. If she feels insulted, the negotiations swiftly collapse. In either event, the group is in for a fight (see 'Quest Encounter', below).

Planting the Scrying Beacon

To plant the scrying beacon, a character must move adjacent to Rathene and beat her passive Perception of 11 with a Dexterity (Sleight of Hand) check. If no distraction is employed, this check is made with disadvantage. If Rathene spots the character planting the beacon, she turns hostile.

Roleplaying Rathene Fel

Rathene dresses in leather and fur, and decorates her matted hair with shards of colored glass. She has the cunning of an urchin, and the foul humor of an orc. Rathene once ran with the Grey Patriot outlaws, who later tried to spring her from Grimshackle Jail. Characters who played DDEX1-9 *Outlaws of the Iron Route* may have rescued her from captivity.

Quote: "Well, treacle, everyone has a price, don't they?"

Quest Encounter

Variant 1: Negotiations Fail

If negotiations fail, Rathene orders her bandits into combat. Place the following enemies in the reinforcement zone (Rathene starts in the victory zone):

- A gladiator (Rathene)
- Three veterans
- Eight bandits

To win, the players must defeat all the enemies. If the group captures more than half of the enemies alive, the bandits agree to fight for the alliance.

Adjusting the Encounter (Variant 1)

This quest has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Party:** Replace the gladiator with a veteran, and remove 1 of the veterans.
- **Weak Party:** Remove 1 veteran.
- **Strong Party:** Add 1 veteran for every 3 characters in the group.
- **Very Strong Party:** Add 6 bandits, and then add 1 veteran for every 2 characters in the group.

Variant 2: Negotiations succeed

If negotiations succeed, the Cult of the Dragon gatecrashes the meeting. **Read the following aloud:**

"I've heard enough", snarls a voice from the shadows.

Grim-faced warriors step into the light, clad in the gaudy tabards of the Cult of the Dragon. Rathene spins around, surprised. As she raises her shield, she casts a troubled glance over her shoulder.

"Please tell me these numbskulls aren't with you?"

Place the following enemies in the reinforcement zone:

- Two **half-green dragon veterans**
- Two **knights**
- Four **dragonwings**

To win, the players must defeat all the enemies. Rathene (a **gladiator**), starts in the victory zone. Let one of the players control her in combat. At the end of each round, four **bandits** snipe at the enemy from outside the combat.

Adjusting the Encounter (Variant 2)

This quest has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Party:** Remove 1 **knight** and 1 **half-green dragon veteran**.
- **Weak Party:** Remove 1 **half-green dragon veteran**.
- **Strong Party:** Add 1 **knight** for every 3 characters in the group.
- **Very Strong Party:** Add 1 **knight**, and then add 1 **dragonwing** for every character in the group.

Quest Rewards

- If the group wins the bandit's loyalty, they gain **8 victory points**.
- If the group successfully plants the scrying beacon, any **characters that are members of the Harpers** gain **one point of renown**.

Magic Item Reward

In addition to the above rewards, the characters should earn one of the two items listed below. Only one of the items should be given for completing this quest.

- If this is the **first quest** the characters have completed, they are rewarded with a *staff of healing*.

OR

- If this is the **second quest** the characters have completed, they are rewarded with a suit of *Nettle (+2 Hand Crossbow)*.

Boon: Loyal Bandits

If the group wins the bandit's loyalty, they earn the following boon:

Boon E-2A: Loyal Bandits

Achievement: We recruited a local bandit clan to the alliance.

Effect: When this boon is received, each player gains a bandit henchmen. The players control the bandits. Each bandit acts after its controlling player's turn.

Track: Lion.

Give the group **Boon E-2A: Loyal Bandits**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Lion** track.

Boon: Insider Knowledge

If the group successfully plants the scrying beacon, they earn the following boon:

Boon E-2B: Insider Knowledge

Achievement: We planted a scrying beacon on a bandit contact. This has given us deeper understanding of our surroundings.

Effect: When used, this boon transports your group to any sector on the Eagle war map (including locked sectors). You can undertake an unlocked quest in that sector without having to play an encounter first.

Track: Eagle

Give the group **Boon E-2B: Insider Knowledge**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Eagle** track.

Quest E-3: Muster the Fey

The group must complete an encounter in **Quest E-C: Quivering Forest** to undertake this quest. As with other forest encounters, the characters cannot use their griffons here. When they're ready to begin, read the following aloud:

Commander Greycastle's voice murmurs from the sending stone. She seems oddly distant.

"Beware the Quivering Forest, and avoid the mists! There's dark sorcery at work. We're trying to—"

Her message fades away. A twig snaps nearby, and a half-orc wearing a woolen hood emerges from the swirling mist. Just behind him, a scruffy terrier eyes you warily. The half-orc holds up his hand in peace.

"I'm Buhrell Caah of the Emerald Enclave. We can help each other."

Buhrell is a scout for the Emerald Enclave. He reveals the following information:

- Buhrell's orders were to escort adventurers into the forest to petition the elves for help. Unfortunately, the mists claimed his group (see DDEX4-1 *Suit of the Mists*). They simply disappeared into the mists and never returned.
- Alone, Buhrell stumbled into Thornbud, a pixie village. The pixies also feared the mists, which they dubbed the "breath of the dragon". The pixies said they were willing to fight Vorgansharax, but not until their village was safe.
- The pixies told Buhrell that the mists had disturbed a long-dead elf clan, and now its "wailing haunts" prowled the forest. Unable to face so many undead on his own, Buhrell promised to fetch help from outside.

Buhrell gives the group directions to the pixie village, and then leaves to recruit more help. Before he departs, he hands a potion of fire breath to any character who has worked with him before (see 'Roleplaying Buhrell Caah' below).

Faction assignment: Emerald Enclave

If any characters belong to the Emerald Enclave, Buhrell gives them an additional objective before moving on:

- Morcant Burl is rare wood that only grows in the Quivering Forest. The forest folk fashion powerful bows from the purple wood, which they occasionally trade with outsiders.
- Buhrell asks his allies to acquire a bow made from Morcant Burl. The elves forbid outsiders from felling trees, so the characters will have to bargain with the pixies.

Roleplaying Buhrell Caah

Buhrell Caah is a half-orc trapper raised by orcs in the Flooded Forest. He dresses in patchwork skins, and wears a frayed woolen cloak pulled over his shoulders. He's rarely seen without his hunting dog, Gruel. Characters who played DDEX1-1 *Defiance in Phlan* may have been hired by Buhrell to identify a dangerous magic item inside the Tea Kettle.

Quote: "Easy, Gruel. These ones are on our side."

Thornbud

The pixie village isn't far. When the characters arrive, read:

A circle of knee-high toadstools encloses the pixie village of Thornbud. Inside, tiny pixie dwellings peek from the tree roots, their doors sparkling with frost.

The pixies expect visitors, so haven't hidden their village from sight. They remain invisible until the characters announce themselves. If the characters seem courteous, one of the pixies appears and introduces himself as Inkwing. He reveals the following information:

- The pixies believe that the dragon is responsible for the supernatural mists. Vorgansharax is building a lair, and its magic is polluting the forest (this is incorrect).
- The magic has disturbed the wailing spirits of a long-dead elf clan, the Dru Naduen. The pixies can ward their village from harm, but they need help preparing the ritual.
- Inkwing draws a sigil in the snow, and asks the group to carve it into the trees of a nearby grove. The more trees they mark, the stronger the ward.

Background: Ghosts of the Dragon Run

Long ago, the cruel matriarchs of the Dru Naduen cut a deal with the Cult of the Dragon for control of the Moonsea. The cult betrayed them, and its dragons burned down Phlan and the Quivering Forest in a cataclysm known as the Dragon Run. The Dru Naduen perished in the flames. Any character that succeeds on a DC 18 Intelligence (History) check recalls this legend.

Morcant Burl

If asked about the Morcant Burl, Inkwing promises a bow to any character who can trap a wailing spirit. He gives them a magic bottle the size of a thimble. When the wailing spirit is weak, and nothing else is nearby, they must release the stopper. If either condition isn't met, "bad things happen".

Roleplaying Inkwing

Inkwing would rather watch the big folk trip over their own bootlaces than request their aid. Unfortunately, Thornbud needs all the help it can get, so trickery will just have to wait. Inkwing has black wings, and his tunic is dyed with cherry juice.

Quote: "Don't much fancy being a ghost. All that moaning and chain rattling would drive me bonkers."

Quest encounter

When the group arrives at the grove, read:

A frozen waterfall hangs from the rocks to one side of the grove. Ice crunches underfoot.

Moments after the characters arrive, they hear a bloodcurdling shriek and see something large

crashing through the forest. One round later, read the following aloud:

A dead tree creaks into view, its lower trunk split into blackened legs. The burnt ruin of an elven treehouse straddles its shoulders. Spectral light radiates from the treehouse's windows, lighting up a mangled face in the bark beneath.

Map E-3 shows the layout of this encounter. To win, the group must carve sigils into twice as many trees as there are characters in group. If they do so, the sigils flare with green light and any surviving undead retreat. At the start of combat, the following monsters enter the area:

- Two **banshees**
- Three **zombie treants**

The banshees used Detect Life to hunt the group. However, this ability doesn't let them pinpoint the characters' exact positions. If the characters hide, the banshees only know they're nearby.

Ruined Treehouses

Each zombie treant carries a ruined dwelling on its shoulders. These grant the banshees the following abilities:

- During combat, a banshee can fly inside a treehouse to gain half-cover from attacks (+2 AC and Dexterity saving throws). Only one banshee can occupy a treehouse at a time.
- When a treant moves, any banshee inside its treehouse moves with it.
- While inside a treehouse, a banshee can use its action to tap the treehouse's profane energy. This heals 13 (3d8) hit points and allows the banshee to roll 1d6 to recharge its Wail ability (succeeding on a 5 or a 6).

If a zombie treant dies, its treehouse is destroyed and the banshees can no longer enter it.

Carving Sigils

As an action, a character can carve a sigil into the bark of a tree using a dagger or knife. To use a larger weapon (such as an axe or sword), the character must succeed on a DC 10 Dexterity check. Weapons that deal bludgeoning damage cannot be used for carving.

Trapping a Banshee

If a character has Inkwing's magic bottle, they can unstopper it as a free action on their turn. One banshee within 10 feet of the character that has lost half or more of its hit points becomes trapped inside the bottle. If the banshee hasn't taken enough

damage, or another creature is within 10 feet, the bottle explodes. Roll three times on the Wild Surge table (see PHB) and apply the effects to the character that was holding the bottle.

Adjusting the Encounter

This quest has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Group:** Replace 1 **banshees** and 2 **zombie treants** with 4 **zombies**.
- **Weak Group:** Remove 1 **banshee** and 1 **zombie treant**
- **Strong Group:** Add 1 **zombie treant** for every 3 characters in the group.
- **Very Strong Group:** Add 1 **zombie treant** for every 2 characters in the group.

Quest Rewards

- If the group carves all of the sigils, they gain **8 victory points**.
- If the group successfully traps a banshee, any **characters that are members of the Emerald Enclave** gain **one point of renown**.

Magic Item Reward

In addition to the above rewards, the characters should earn one of the two items listed below. Only one of the items should be given for completing this quest.

- If this is the **first quest** the characters have completed, they are rewarded with a *staff of healing*.

OR

- If this is the **second quest** the characters have completed, they are rewarded with a suit of *Nettle* (+2 Hand Crossbow).

Boon: Pixie Companion

If the group carves all of the sigils, they earn the following boon:

Boon E-3A: Pixie Companion

Achievement: We saved a pixie village from banshees.

Effect: When this boon is received, your group gains a pixie henchman. The Group Leader controls the pixie. The pixie acts after the Group Leader's turn.

Track: Lion

Give the group **Boon E-3A: Pixie Companion**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Lion** track.

Boon: Pixie Ambush

If the group successfully traps a banshee, they earn the following boon:

Boon E-3B: Pixie Ambush

Achievement: We impressed the pixies by trapping a banshee inside a magic bottle.

Effect: When this boon is used, friendly pixies cast an empowered *sleep* spell on your enemies. Treat this as a *sleep* spell cast using an 8th-level slot.

Track: Eagle

Give the group **Boon E-3B: Pixie Ambush**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Lion** track.

Quest E-4: Free the Slaves

To undertake this quest, the group must complete an encounter in Sector E-D: Grass Sea AND possess Boon L-1B: Vital Intelligence. When they're ready to begin, read the following aloud:

You rest your griffons on a crag overlooking the Grass Sea. Below, fogbanks roll over the moonlit prairie. The wind moans gently.

To your surprise, a cloaked figure appears beside you. Under her hood you glimpse marble skin, eyes like fire, and slender fangs. Before you can act, she holds up the sign of the Zhentarim.

"Hold your steel. I bring news from Lion."

This is Welsea Parenthe, a vampire sorcerer loyal to the Zhentarim. She reveals the following information:

- Group Lion has discovered that Vorgansharax is transporting captives from Phlan to ruined forts in the Grass Sea.
- The captives are tribute for the ogres and orcs of the Bonetusk Pact, the dragon's allies from Thar.
- Welsea gives the group the location of one of these forts. They are to break inside and rescue the captives.
- The Bonetusk Pact uses primal magic to defend their forts. To rescue the captives, it could be wise to silence any shamans first.

The alliance is counting on the group to succeed! When they receive this quest, they gain the use of another short rest.

Faction Assignment: Zhentarim

If any characters belong to the Zhentarim, Welsea assigns them another goal:

- Spies report that the Bonetusk shamans call down lightning through their drums. The Zhentarim is intrigued to find out how.
- Welsea asks her allies to find a way of harnessing the power for themselves during the battle.

Roleplaying Welsea Parenthe

The Zhentarim sent Welsea to Phlan with orders to mastermind the resistance against Vorgansharax. She refuses to answer any questions about her undead nature, yet looks saddened if asked. She has a habit of enunciating very clearly, carefully and quietly. Welsea first appeared in the tier 2 adventure DDEX1-11 *Dark Pyramid of Sorcerer's Isle*.

Quote: "*Save your justice for another day, cleric. Tonight, we stand together against the dragon*"

Quest Encounter

When the group arrives at the fort, read:

The ruined fort spreads over a rocky hillock. Its outer wall has fallen, but parts of its keep still stand. Broken buttresses thrust skyward like the ribs of a long-dead colossus.

Map E-4 shows the layout of this encounter. To win, the group must rescue at least one captive. The following monsters defend the fort:

- An **orc war chief**
- Four **orogs**
- Four **orc eyes of Gruumsh (shamans)**
- Ten **orcs**

Place the monsters throughout the location. In a head-to-head fight, the group is likely to be outmatched. However, the enemy is spread out and the characters have flying mounts. To win, they must use this to their advantage.

Captive Cages

Each cage contains four **guard** captives. The enemy isn't immediately aware of the group's presence, so the characters could use stealth or trickery to approach the cages. The padlocks securing the cages can be picked with a successful DC 12 Dexterity (Thieves' Tools) check. The padlocks have AC 8, 12 hit points, and resistance to piercing damage.

Each griffon can carry two captives in addition to its rider. If a captive moves off the map or a griffon lifts it at least 100 feet into the air, allied griffon riders transport it to safety.

Drum Ritual

Each Eye of Gruumsh stands next to a war drum. When combat begins, the shamans work together to beat out a ritual rhythm:

- Once per round, one of the drummers can spend an action to fire a *lightning bolt* at a target within 100 feet (spell save DC 13).
- At least one other creature must be drumming to allow this action.
- The drummers can take other actions while drumming, but must end their turns adjacent to their war drums.

Any character that succeeds on a DC 12 Intelligence (Arcana) check while listening to the drums can channel their magic. The magic stems from the shamans, but the character can hijack its energy if they commandeer a drum while other shamans are drumming. To call down a *lightning bolt*, the character must spend an action while adjacent to a drum and succeed on a DC 10 Charisma (Performance) check.

Adjusting the Encounter

This quest has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Group:** Replace the **orogs** with **orcs**, and replace the **orcs** with **kobolds**.
- **Weak Group:** Remove 2 **orogs**, and 4 **orcs**.
- **Strong Group:** Add 1 **orog** for every 2 characters in the group.
- **Very Strong Group:** Add 1 **orog** for every character in the group.

Quest Rewards

- If the group rescues all of the captives, they gain **12 victory points**. For each captive that dies, reduce this total by one.
- If a character uses the drums to call down a *lightning bolt*, any characters that are members of the **Zhentarim** gain **one point of renown**.

Magic Item Reward

In addition to the above rewards, the characters should earn one of the two items listed below. Only one of the items should be given for completing this quest.

- If this is the **first quest** the characters have completed, they are rewarded with a *staff of healing*.

OR

- If this is the **second quest** the characters have completed, they are rewarded with a suit of *Nettle* (+2 Hand Crossbow).

Boon: Rescued Soldiers

If the group rescues at least one captive, they earn the following boon:

Boon E-4A: Rescued Soldiers

Achievement: Acting on information provided by Group Lion, we rescued a group of soldiers held by orcs in the Grass Sea.

Effect: When this boon is received, each player in your group gains a scout henchman. The players control the scouts. Each scout acts after its controlling player's turn.

Track: Lion

Give the group **Boon E-4A: Rescued Soldiers**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Broadsword** track.

Boon: Thunder Drums

If a character uses the drums to call down a *lightning bolt*, the group earns the following boon:

Boon E-4B: Thunder Drums

Achievement: We used magic orc war drums to bring the thunder to our enemies!

Effect: When this boon is used, allied soldiers cast an empowered lightning bolt spell on your enemies. Treat this as a lightning bolt spell that deals 45 (13d6) lightning damage (spell save DC 15). The bolt originates from off-map, and can only be used above ground.

Track: Eagle

Give the group **Boon E-4B: Thunder Drums**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Eagle** track.

Quest E-5: Recruit the Mutants

The group must complete an encounter in Sector E-E: Sorcerer's Isle to undertake this quest. When they're ready to begin, read the following aloud:

Alliance forces have secured a beachhead on Sorcerer's Isle. You land your griffons nearby, and the soldiers escort you to a makeshift command tent.

Inside, a bedraggled prisoner sits opposite a dwarf in plate armor. The prisoner has a blanket over his shoulders, and wears the torn apparel of a noble. Seeing you enter, the dwarf rises to his feet.

"Captain Grady Moll, 15th Eagle. This sorry specimen is Ser Agin of House Lamarck. He has a most interesting story to share."

Ser Agin closes his eyes.

"Marvelous", he sighs. "Let's just tell it again, shall we?"

Ser Agin reveals the following information:

- Ser Agin Lamarck is an historian who specializes in heraldry and genealogy. When Phlan fell, his shop escaped the dragon's wrath. For months, he lived in its cellars, only surfacing to beg for scraps.
- Recently, a band of ruffians kidnapped him. They smuggled him outside town, and delivered him to a waiting gang of Red Wizards!
- The Red Wizards seek to unravel the mysteries of Sorcerer's Isle. Their last visit ended in disaster (see DDEX1-11 *Dark Pyramid of Sorcerer's Isle*). Now they've returned in force.
- The wizards captured Ser Agin because of his studies into the pyramid's creator, Yarash. They took Agin on as their chief advisor, but he knew they'd kill him when his usefulness expired.
- The wizards are currently waging war against the island's mutant lizard folk. These creatures are the descendants of Yarash's failed experiments to create freshwater sahuagin.
- Ser Agin tried to broker a truce with the mutants. He made good progress, but negotiations collapsed when the wizards found a way into Yarash's laboratory.
- When the alliance attacked, they found Ser Agin trying to flee the area. Having heard his story, Captain Moll thinks the mutants could be useful allies.

Ser Agin provides instructions for dealing with the mutants (see below). **If a character has worked with either NPC before, Captain Moll has a cleric heal the group to full health before they leave.**

Roleplaying Ser Agin Lamarck

Ser Agin is the sole successor of House Lamarck - or so his peers believe. In fact, he is a charlatan who doctored historical records to claim his heritage. Characters who played DDEX1-6 *The Scroll Thief* may have uncovered his deception, which the Lords' Alliance later covered up.

Quote: "*Darling, let me break this down into words you're more likely to understand...*"

Faction Assignment: Lords' Alliance

If any characters belong to the Lords' Alliance, Captain Moll pulls them aside for a private meeting. He gives them another goal.

- The Thayans wield powerful magic that could surely aid the reclamation of Phlan.
- If the group captures a Red Wizard alive, the Lords' Alliance is confident it could negotiate a mutually-beneficial deal with the Thayans for his release.

Roleplaying Captain Grady Moll

Captain Moll is a sworn officer of Mulmaster's Soldiery and a loyal member of the Lords' Alliance. The gruff gold dwarf first appeared in DDEX2-15 *Black Heart of Vengeance*, where he asked for help escorting a cultist to safety. His decisive actions on that day earned him promotion to Captain.

Quote: "*Can't heft a hammer in this land without cracking a cultist's skull. Slaying Thayans should make for a pleasant change.*"

Dealing with the Mutants

Captain Moll directs the group to the nearest mutant camp. When they arrive, read:

Deformed skulls hang from the trees around the lizardfolk camp. A dozen mutants heft flint weapons as you approach, hissing warnings in guttural draconic. Behind them, their offspring cower in muddy caves at the water's edge.

The mutants speak an archaic form of draconic. Any character who understands draconic must succeed on a DC 10 Charisma check to communicate with them. The mutants do not speak the common tongue.

If no character speaks draconic, the group must use sign language to communicate. Ser Agin briefs the characters with the following gestures:

- **Me:** (thumps chest)
- **You/there:** (point at subject/location/direction)
- **Lizardfolk:** (Hiss with tongue in teeth)
- **Red wizards:** (fold arms and look down nose)
- **Help:** (clap hands)
- **Kill:** (slash throat with thumb)
- **Go:** (hop from foot to foot)
- **Fight:** (hop from foot to foot, waving arms around)
- **Friends:** (clasp hands together)
- **Enemies:** (clasp hands together, and then pull them apart)
- **Alliance:** (point to sky)
- **Dragon:** (flap arms and scowl)

If the characters come in peace, the mutants are willing to negotiate. The mutants agree to join the alliance if the group rescues some of their kinfolk ("you - kill - red wizards - there / help - lizardfolk / me - help - you - fight - dragon"). The lizardfolk draw a map in the mud to show where on the island their comrades are held.

If the characters are too aggressive, the lizard folk attack and the quest fails. 12 lizardfolk warriors defend the camp.

Quest Encounter

The lizardfolk are held nearby. Pick a location from Map E-5 for this encounter. When the group arrives, describe the area and then read:

Captive mutants tremble inside a wooden cage, watched by armed guards. Nearby, a tattooed wizard in red robes sketches a magic circle in the mud with the tip of his staff.

To win, the group must rescue at least one lizardfolk and escape the area. The following enemies defend the area:

- An **archmage**
- Five **thugs**

The Thayans aren't immediately aware of the group's presence, so the players can approach as they please. Roll Initiative and resolve events in initiative order. On the thugs' turn, one of them drags a lizardfolk captive from the cage and throw it at the archmage's feet. On his turn, the archmage cuts the lizardfolk open and examines its entrails. This happens every round until combat begins, or all of the captives are dead.

Captives Cage

The cage contains Ten **lizardfolk** captives. The padlock securing the cages can be picked with a successful DC 12 Dexterity (Thieves' Tools) check. The padlock has AC 8, 12 hit points, and resistance to piercing damage.

Each griffon can carry two captives in addition to its rider. If a captive moves off the map or a griffon lifts it at least 100 feet into the air, allied griffon riders transport it to safety.

Adjusting the Encounter

This quest has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Group:** Replace the **thugs** with **guards**.
- **Weak Group:** Remove 2 **thugs**.
- **Strong Group:** Add 1 **thug** for every 2 characters in the group.
- **Very Strong Group:** Add 1 **thug** for every character in the group.

Quest Rewards

- If the group rescues all of the captives, they gain **10 victory points**. For each captive that dies, reduce this total by one.
- If the group captures the archmage alive, any **characters that are members of the Lords Alliance** gain **one point of renown**.

Magic Item Reward

In addition to the above rewards, the characters should earn one of the two items listed below. Only one of the items should be given for completing this quest.

- If this is the **first quest** the characters have completed, they are rewarded with a *staff of healing*.

OR

- If this is the **second quest** the characters have completed, they are rewarded with a suit of *Nettle (+2 Hand Crossbow)*.

Boon: Chaos mutants

If the group rescues at least one captive, they earn the following boon:

Boon E-5A: Chaos Mutants

Achievement: We fought off the Red Wizards, and rescued the lizardfolk mutants of the Sorcerer's Isle.

Effect: When this boon is received, each player gains a lizardfolk henchman. The players control the lizardfolk. Each lizardfolk acts after its controlling player's turn. Any creature that kills a lizardfolk must roll on the Wild Magic Surge table (see PHB).

Track: Broadsword. This boon cannot be used until the orange flag is raised at HQ!

Give the group **Boon E-5A: Chaos Mutants**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Broadsword** track.

Boon: Arcane Mastery

If the group captures the archmage alive, they earn the following boon:

Boon E-5B: Arcane Mastery

Achievement: We captured a Red Wizard of Thay. To buy his freedom from the Lords' Alliance, his comrades performed a ritual to assist the reclamation.

Effect: When this boon is used, any arcane spellcasters in the group regain their expended spell slots.

Track: Lion

Give the group **Boon E-5B: Arcane Mastery**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Lion** track.

Track 2 (Eagle): Villain

Narle Shieldbiter

Mounted on his manticore steed, the orog champion Narle Shieldbiter hunts down alliance war bands. The track commander moves the Narle between tables, ambushing each group for one round of combat. The commander exploits the war map to target groups in Narle's vicinity.

1. Introducing Narle Shieldbiter

Narle enters the game when a group completes the 'Pool of Radiance' victory mission, or the final hour of play begins. When Narle appears, the administrators will:

- Place the orog banner on the war map in Sector E-D: Grass Sea.
- Raise the red flag at HQ.
- Read the following announcement:

Vorgansharax has learned of your actions outside town! Across Phlan, the cultists begin to chant: "Shieldbiter! Shieldbiter! Shieldbiter!" With a roar, an orog mounted on an armored manticore takes off from Valjevo Castle. Narle Shieldbiter of the Burning Banner is coming!

2. Moving Narle Shieldbiter

The commander uses the war map to target a group in the same sector as Narle (or the nearest group if no other groups are present). The administrators move Narle's banner adjacent to the targeted group's banner, and the commander seeks out the table.

Arriving at the Table

When Narle arrives at your table, read the following aloud:

An orog mounted on an armored manticore swoops down from the starlit sky. As he charges towards you, his fluttering war banner erupts into flame.
"Defy the dragon, and you defy my destiny!"

Resolve a single round of combat against the Narle (see "Fighting Narle", below).

Roleplaying Narle Shieldbiter

Narle is an orog, a prime specimen of orcish power and cunning. Once the chieftain of the Burning Banner tribe, he abandoned the Cult of the Dragon to swear fealty to Tyranthraxus. Narle has heard tales of Obould Many-Arrows

and believes that only the Flamed One can elevate him to such a position.

Players who participated in the first season of D&D Expeditions™ may have met Narle Shieldbiter previously. He first featured in DDEX1-9 *Outlaws of the Iron Route*, where he led his forces to destroy the heretical Claws of Tiamat. He reappeared as a loyal servant of Tyranthraxus in DDEX1-13 *Pool of Radiance Resurgent*. Some characters may even have slain him previously. If so, he still bears scars after his resurrection - and nurses all of the appropriate grudges.

Moving on

When one round of combat is complete, Narle moves on to target another group. Narle must attack all groups in his sector at least once before moving to a new sector. To attack a group a second time, he must attack every other group present in the same sector.

Administrator Assistance

In large events, an assistant can target groups for the commander ahead of time, and relay the table numbers in person or via instant message.

3. Fighting Narle Shieldbiter

The battle against Narle Shieldbiter uses the following steps as he moves to and from different tables.

Step A. Determine Initiative

Combat against Narle occurs outside the normal initiative order:

- Due to his mastery over his steed, Narle takes his turn first. The commander will resolve these attacks.
- When Narle is done, each character takes a free turn. The players can take their turns in any order. If the players use Boon L-1A: Eyes on High, they act before Narle but do not gain surprise.
- Any monsters present when Narle arrives do not participate in the battle.

Step B. Narle Attacks

Narle and his manticore share the same stat block. On his turn, Narle takes the following actions:

- If Narle acts before the players, opens with a salvo from his manticore's *tail spikes*. If the players act before him, he does not use this power.
- Narle then uses *multiattack* to attack three times with his Greataxe.

At the end of each player's turn, Narle can choose to expend one of his legendary actions.

Step C. Hit points

Narle has hit points equal to 60 multiplied by the number of tables participating in Track 2 (minimum 200 hit points). For example, if five tables participate, Narle has 300 hit points.

Step D. Leaving the Table

When everyone has acted, Narle flies away to attack another table. His manticores is too fast for characters to chase on their griffons.

Step F. Defeating Narle

If Narle drops to 0 hit points, he dies. The group earns five victory points, and gains the use of another short rest. When Narle dies, the Epic Staff read the following announcement to the assembly:

Narle Shieldbiter has been slain in battle by [group name]!
Across Phlan, the orcs and goblins begin to tremble and rout!
Group Eagle is winning the fight!

Interactive Event: Narle Shieldbiter Dies!

If Narle falls, the administrators add one victory point to the victory pool for every group participating in this track. They also lower the red flag at headquarters.

Conclusion

The event ends after at least four hours of play. At the allotted time, the administrators will announce whether the event was a success or a failure. Try to wrap things up at least ten minutes before the end of the event, so the players have time to fill out their log sheets.

Victory Conditions

To win the track, Group Eagle's victory pool must equal or exceed the following threshold:

- 20 victory points multiplied by the number of tables participating on Track 2.

For example, if five groups participate on Track 2, they must earn at least 100 victory points between them.

If Group Eagle wins, the Cult of the Dragon is driven from the outskirts of town. Even if Phlan holds, the alliance is left in a powerful position to besiege them.

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP per Foe
Archmage	8,400
Bandit	25
Bandit Captain	450
Blue Slaad	2,900
Cambion	1,800
Cyclops	2,300
Dragonclaw	200
Dragonfang	1,800
Dragonsoul	2,900
Dragonwing	450
Ghoul	200
Gladiator	1,800
Half-Ogre	200
Half-Green Dragon Veteran	700
Hell Hound	700
Hobgoblin Captain	700
Hobgoblin Warlord	2,300
Hobgoblin	100
Invisible Stalker	2,300
Knight	700
Lizardfolk	100
Mage	2,300
Mammoth	2,300
Narle Shieldbiter	NA
Night Hag	1,800
Orc	100
Orc Eye of Gruumsh	450
Orc War Chief	1,100
Orog	450
Revenant	1,800
Scout	100
Specter	200
Thug	100
Troll	1,800
Vampire Spawn	1,800
Veteran	700
Werewolf	700

Wight	700
Wraith	1,800
Young Red Dragon	5,900
Zombie Treant	1,100
Zombie Wyvern	750

Non-Combat Awards

Task or Accomplishment	XP per character
Deceive cultists (E-A)	250
Plant counterfeit orders (E-B)	250
Plant scrying beacon (E-2)	500
Negotiate with the bandits (E-3)	750
Communicate with the mutants (E-5)	1,000

The **minimum** total award for each character participating in this adventure is **4,500 experience points**.

The **maximum** total award for each character participating in this adventure is **7,500 experience points**.

Treasure

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

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

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

Treasure Awards

Item Name	GP value
Sector Encounter (Medium)	20gp per character
Sector Encounter (Hard)	40gp per character
Sector Encounter (Deadly)	60gp per character
Quest	200gp per character

Staff of Healing

Weapon (quarterstaff), rare (requires attunement)

The smooth wood of this ordinary-looking staff is pale, and streaked with multi-colored veins. The staff is capped with a hollow, glass sphere that creates an illusory holy symbol of whichever deity the wielder worships. Luminescent butterflies flit around the staff's cap and while in possession of the staff, the wielder feels fortunate and optimistic about what the future holds. A description of this item can be found in the *Dungeon Master's Guide*.

Nettle (+2 Hand Crossbow)

Weapon (hand crossbow), rare (requires attunement by a creature of non-lawful alignment)

This hand crossbow looks to have seen better times. The wood is cracked and splintered and the string is heavily-frayed. A large, blue feather hangs from the handgrip alongside a couple green, glass baubles. The crossbow whispers warnings to its bearer, granting a +2 bonus to initiative if the bearer isn't incapacitated. A description of this item can be found in the *Dungeon Master's Guide*.

Sentience. Nettle is a sentient chaotic neutral weapon with an Intelligence of 15, a Wisdom of 10, and a Charisma of 14. It has hearing and darkvision out to a range of 120 feet. Nettle speaks Common and Halfling.

Personality. Nettle is greedy and impetuous, and prefers that its wielder share these ideals. It demands to be better taken care of than its previous owners did. If its bearer is lawfully-aligned, or if its bearer does not spend at least an hour each day tending to it (polishing, applying resin to the string, etc.), Nettle denies its bonuses to attack and damage rolls and initiative checks. It also shouts out insults to those nearby, imposing disadvantage on any Charisma (Deception or Persuasion) checks or Dexterity (Stealth) check that its wielder makes to move silently.

Permanent Magic Item Distribution

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

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

Renown

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

Emerald Enclave members earn **one renown point** for trapping a banshee in the pixie's bottle (Quest E-3).

Zhentarim members earn **one renown point** for using the drums to harness lightning (Quest E-4).

Harpers members earn **one renown point** for planting the scrying beacon on the bandit contact (Quest E-2).

Lords Alliance members earn **one renown point** for capturing the archmage alive (Quest E-5).

Order of the Gauntlet members earn **one renown point** for interrogating the dragonsoul cultist (Quest E-1).

Story Awards

The characters have the opportunity to earn the following story awards during play.

Touched by the Mists: The Dark Powers of Ravenloft raised you from the dead for purposes unknown. The experience has placed a heavy burden on your soul, leaving you tainted by evil. Now cats hiss as you approach, and milk sours in your wake.

Friend of the Griffons: You've earned the respect of a griffon of the Earthspur Mountains. These proud beasts nest high in the crags, tended by Emerald Enclave rangers. Your griffon mount travels with you as a trusted friend and ally.

The griffon answers to any name you choose. To keep it fed, you must provide it with living horseflesh. Increase your lifestyle expenses by 5gp per downtime day. This covers the expense of buying a draft horse every tenday to feed to your griffon. If you can't afford to feed the griffon, it returns to the Earthspur Mountains and never returns.

Downtime

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

DM Rewards

You receive **400 XP**, **200gp** and **ten downtime days** for running this session.

NPC Statistics

Archmage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

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

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

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

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

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *screaming*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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.

Bandit Captain

Medium humanoid (human), chaotic neutral

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+1)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages Common, Elvish

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

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

Blue Slaad

Large aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (-2)	7 (-2)	9 (-1)

Skills Perception +1

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Slaad, telepathy 60 ft.

Challenge 7 (2,900 XP)

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The slaad makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a *wish* spell can reverse the transformation.

Cambion

Medium fiend, lawful evil

Armor Class 19 (scale mail)

Hit Points 82 (11d8 + 33)

Speed 30 ft., fly 60 ft.

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

Saving Throws Str +7, Con +6, Int +5, Cha +6

Skills Deception +6, Intimidation +6, Perception +4, Stealth +7

Damage Resistances cold, fire, lightning, poison;

bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Infernal

Challenge 5 (1,800 XP)

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

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

3/day each: *alter self*, *command*, *detect magic*

1/day: *plane shift* (self only)

Actions

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

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

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

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

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

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

Cyclops

Huge giant, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

Senses passive Perception 8

Languages Giant

Challenge 6 (2,300 XP)

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Actions

Multiattack. The cyclops makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Dragonclaw

Medium humanoid (human), neutral evil

Armor Class 14 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Wis +2

Skills Deception +3, Stealth +5

Senses passive Perception 10

Languages Common, Draconic

Challenge 1 (200 XP)

Dragon Fanatic. The dragonclaw has advantage on saving throws against being charmed or frightened. While the dragonclaw can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonclaw ignores the effects of being charmed or frightened.

Fanatic Advantage. Once per turn, if the dragonclaw makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 7 (2d6) damage.

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

Actions

Multiattack. The dragonclaw attacks twice with its scimitar.

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

Dragonfang

Medium humanoid (human), neutral evil

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Wis +3

Skills Deception +4, Stealth +5

Damage Resistances one of the following: acid, cold, fire, lightning, or poison

Senses passive Perception 11

Languages Common, Draconic, Infernal

Challenge 5 (1,800 XP)

Dragon Fanatic. The dragonfang has advantage on saving throws against being charmed or frightened. While the dragonfang can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonfang ignores the effect of being charmed or frightened.

Fanatic Advantage. Once per turn, if the dragonfang makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 10 (3d6) damage.

Limited Flight. The dragonfang can use a bonus action to gain a flying speed of 30 feet until the end of its turn.

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

Actions

Multiattack. The dragonfang attacks twice with its shortsword.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) damage of the type to which the dragonfang has damage resistance.

Orb of Dragon's Breath (2/Day). *Ranged Spell Attack:* +5 to hit, range 90 ft., one target. *Hit:* 22 (5d8) damage of the type to which the dragonfang has damage resistance.

Dragonsoul

Medium humanoid (human), neutral evil

Armor Class 16 (studded leather)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Wis +4

Skills Deception +6, Stealth +7

Damage Resistances one of the following: acid, cold, fire, lightning, or poison

Senses passive Perception 11

Languages Common, Draconic, Infernal

Challenge 7 (2,900 XP)

Dragon Fanatic. The dragonsoul has advantage on saving throws against being charmed or frightened. While the dragonsoul can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonsoul ignores the effect of being charmed or frightened.

Fanatic Advantage. Once per turn, if the dragonsoul makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 10 (3d6) damage.

Limited Flight. The dragonsoul can use a bonus action to gain a flying speed of 30 feet until the end of its turn.

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

Actions

Multiattack. The dragonsoul attacks twice with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) damage of the type to which the dragonsoul has damage resistance.

Orb of Dragon's Breath (3/Day). *Ranged Spell Attack:* +7 to hit, range 90 ft., one target. *Hit:* 27 (6d8) damage

of the type to which the dragonsoul has damage resistance.

Dragonwing

Medium humanoid (human), neutral evil

Armor Class 14 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Saving Throws Wis +2

Skills Deception +3, Stealth +5

Damage Resistances one of the following: acid, cold, fire, lightning, or poison

Senses passive Perception 10

Languages Common, Draconic

Challenge 2 (450 XP)

Dragon Fanatic. The dragonwing has advantage on saving throws against being charmed or frightened. While the dragonwing can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonwing ignores the effects of being charmed or frightened.

Fanatical Advantage. Once per turn, if the dragonwing makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 7 (2d6) damage.

Limited Flight. The dragonwing can use a bonus action to gain a flying speed of 30 feet until the end of its turn.

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

Actions

Multiattack. The dragonwing attacks twice with its scimitar.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) damage of the type to which the cultist has damage resistance.

Ghoul

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR 13 (+1) DEX 15 (+2) CON 10 (+0) INT 7 (-2) WIS 10 (+0) CHA 6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Gladiator

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR 18 (+4) DEX 15 (+2) CON 16 (+3) INT 10 (+0) WIS 12 (+1) CHA 15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

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

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spears. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If

the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Griffon

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR 18 (+4) DEX 15 (+2) CON 16 (+3) INT 2 (-4) WIS 13 (+1) CHA 8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages –

Challenge 2 (450 XP)

Dragon Fanatic. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

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

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Half-Ogre

Large giant, any chaotic alignment

Armor Class 12 (hide armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

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

Half-Green Dragon Veteran

Medium humanoid (human), any alignment

Armor Class 17 (plate)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Damage Resistances poison

Skills Athletics +5, Perception +2

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages any one language (usually Common), Draconic

Challenge 3 (700 XP)

Actions

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

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Poison Breath (Recharge 5-6). The veteran exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Hell Hound

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it
Challenge 3 (700 XP)

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

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound'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:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5-6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

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 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 Warlord

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (plate, shield)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

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

Saving Throws Int +5, Wis +3, Cha +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 6 (2,300 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 14 (4d6) 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 three melee attacks. Alternatively, it can make two ranged attacks with its javelins.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) 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 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.

Reactions

Parry. The hobgoblin adds 3 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.

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.

Invisible Stalker

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Actions

Multiattack. The stalker makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Knight

Medium humanoid (human), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

Actions

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Lizardfolk

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Actions

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

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

Heavy Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning 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.

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

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

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

3rd level (3 slots): *counterspell, fireball, fly*

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

5th level (1 slot): *cone of cold*

Actions

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

Mammoth

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages -

Challenge 6 (2,300 XP)

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Narle Shieldbiter

Medium humanoid (orog), chaotic evil

Armor Class 18 (plate)

Hit Points Special (see Track Villain section)

Speed 30 ft., fly 90 ft (enchanted mantichore steed)

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

Skills Intimidation +5, Survival +2

Senses darkvision 60ft., passive Perception 10

Languages Common, Orc

Challenge Special (Track Villain)

Legendary Resistance (3/Day). If the orog fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The orog makes three greataxe attacks.

Mantichore Tail Salvo The orog makes up to eight Mantichore Tail Spike attacks. The orog cannot target the same creature twice with these attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage. If the target has already taken damage from this attack on this turn, it takes an additional 10 (3d6) slashing damage.

Mantichore Tail Spike. *Ranged Weapon Attack:* +6 to hit, range 100/120 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Legendary Actions

The orog 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 orog regains spent legendary actions at the start of its turn.

- **Melee attack.** The orog makes one greataxe attack.
- **Mantichore Tail Spike.** The orog makes one mantichore tail spike attack.

Night Hag

Medium fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

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

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

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

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

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

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

Actions

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

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

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

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

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Orc Eye of Gruumsh

Medium humanoid (orc), chaotic evil

Armor Class 16 (ring mail, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	12 (+1)

Skills Intimidation +3, Religion +1

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

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

Cantrips (at will): *guidance, resistance, thaumaturgy*

1st level (4 slots): *bless, command*

2nd level (2 slots): *augury, spiritual weapon* (spear)

Actions

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d6 + 3 plus 1d8) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

Orc War Chief

Medium humanoid (orc), chaotic evil

Armor Class 16 (chain mail)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Str +6, Con +6, Wis +2

Skills Intimidation +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Actions

Multiattack. The orc makes two attacks with its greataxe or with its spear.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft. one creature. *Hit:* 14 (1d12 + 4 plus 1d8) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Orog

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

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

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack. The orog makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Revenant

Medium undead, neutral

Armor Class 13 (leather armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

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

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Resistances necrotic, psychic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a *wish* spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Actions

Multiattack. The revenant makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

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.

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but cannot speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter 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.

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

Actions

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 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.

Thug

Medium humanoid (human), any non-good alignment

Armor Class 11 (leather)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Troll

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 5 (1,800 XP)

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

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The

troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Vampire Spawn

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

- **Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants.
- **Harmed by Running Water.** The vampire takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
- **Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Veteran

Medium humanoid (human), any alignment

Armor Class 17 (plate)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

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

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Werewolf

Medium humanoid (human, shapeshifter), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

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 target. *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.

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life
Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith 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.

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

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 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.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Young Red Dragon

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 178 (19d12 + 133)

Speed 40 ft., climb 40ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +8

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 10 (5,900 XP)

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) poison damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Zombie Treant

Huge undead, neutral evil

Armor Class 8

Hit Points 138 (12d12 + 60)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	21 (+5)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common, Druidic, Elvish, Sylvan but cannot speak

Challenge 4 (1,100 XP)

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

Actions

Multiattack. The zombie makes two slam attacks.

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

Zombie Wyvern

Large undead, neutral evil

Armor Class 9

Hit Points 110 (13d10 + 39)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages –

Challenge 3 (750 XP)

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

Actions

Multiattack. The zombie makes two attacks: one with its bite and one with its claws.

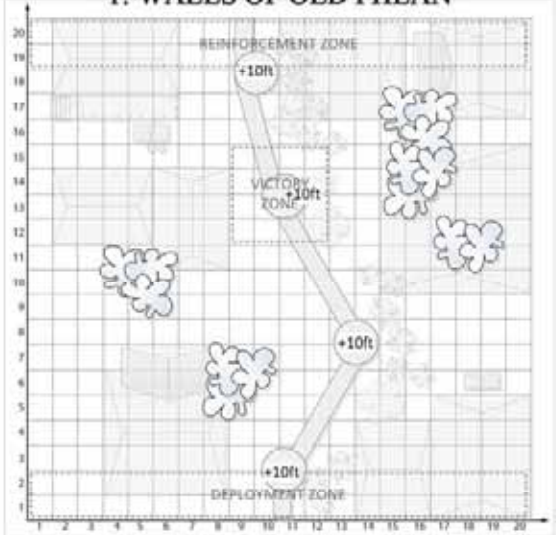
Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

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

Map E-A: Phlan

MAP E-A: PHLAN

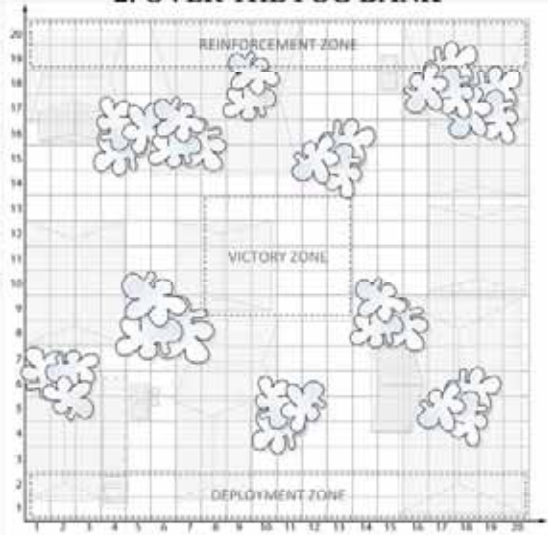
1: WALLS OF OLD PHLAN



= Fogbank

Altitude: 50 ft.

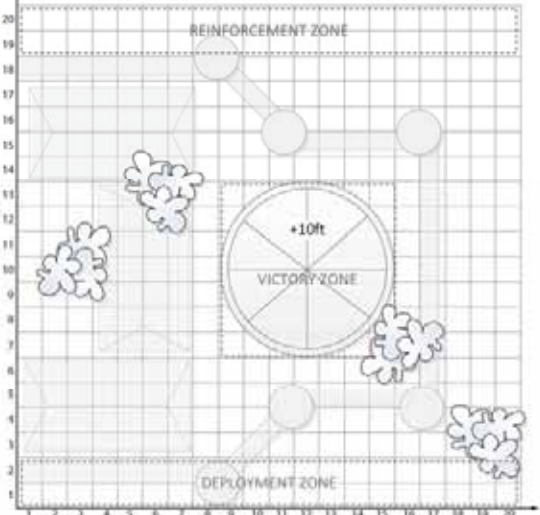
2: OVER THE FOG BANK



= Fogbank

Altitude: 300 ft.

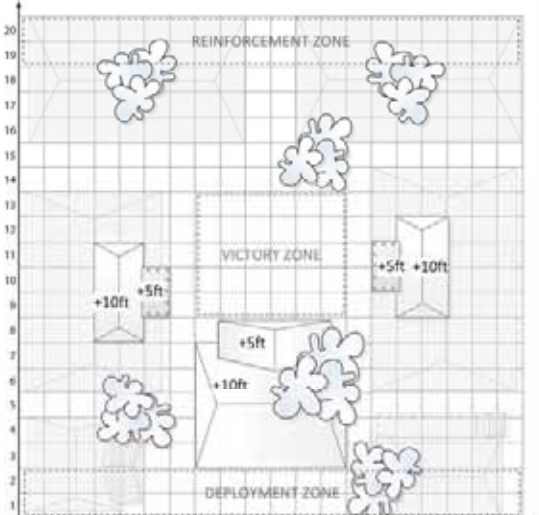
3: TOWER OF SOKOL KEEP



= Fogbank

Altitude: 90 ft.

4: ABOVE THE ROOFTOPS



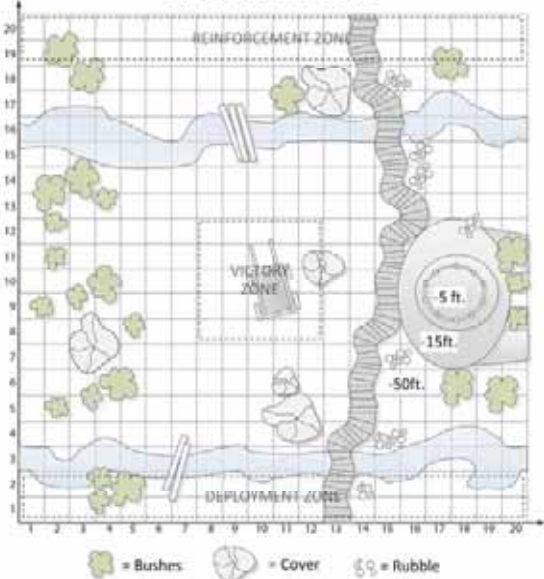
= Fogbank

Altitude: 50 ft.

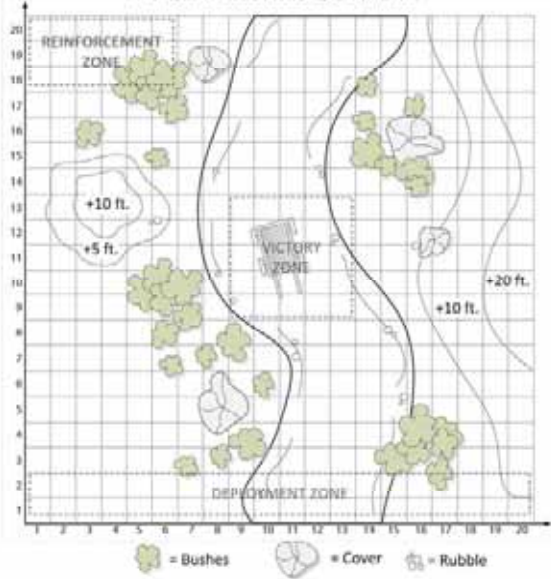
Map E-B: Iron Route

MAP E-B: IRON ROUTE

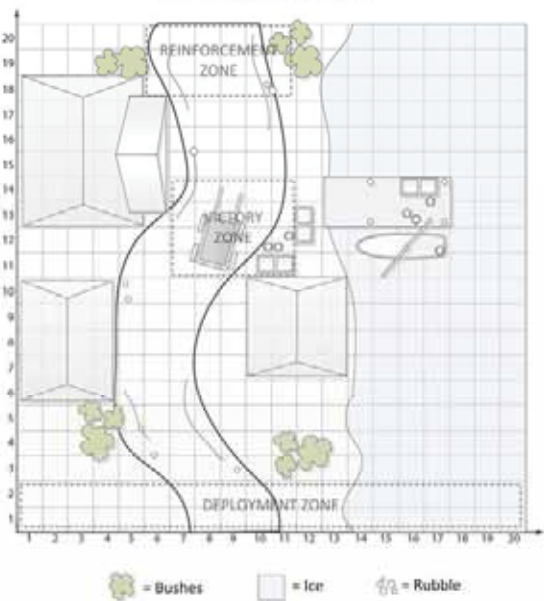
1: KING'S PYRE



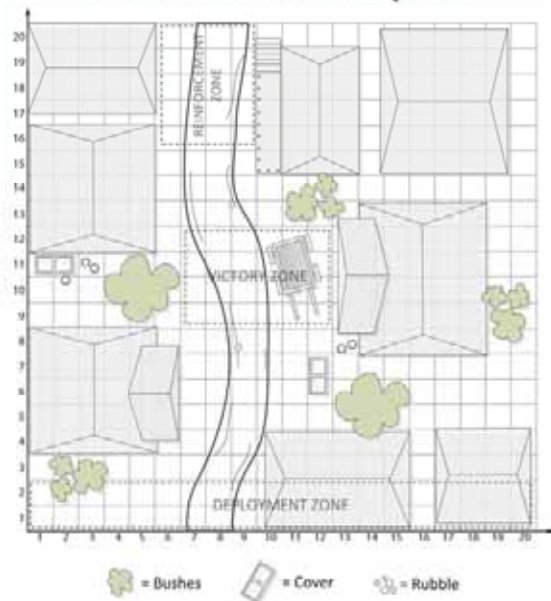
2: ON THE HIGHWAY



3: VIG'S DOCK



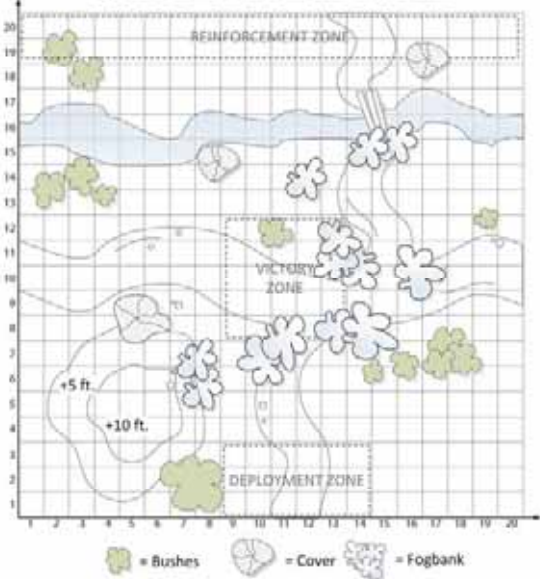
4: ALESTON TOWN SQUARE



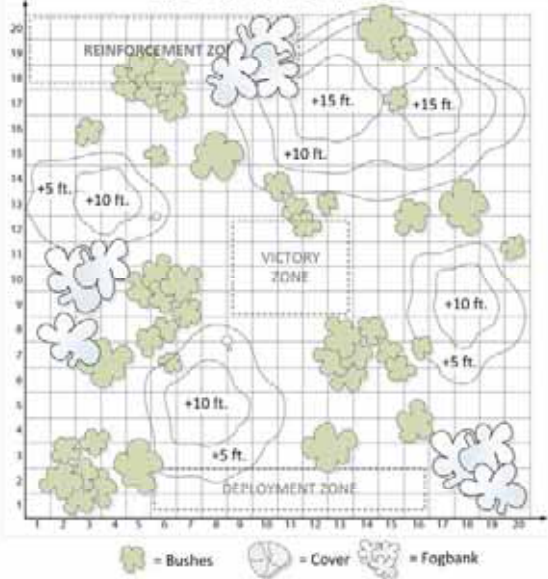
Map E-C: Quivering Forest

MAP E-C: QUIVERING FOREST

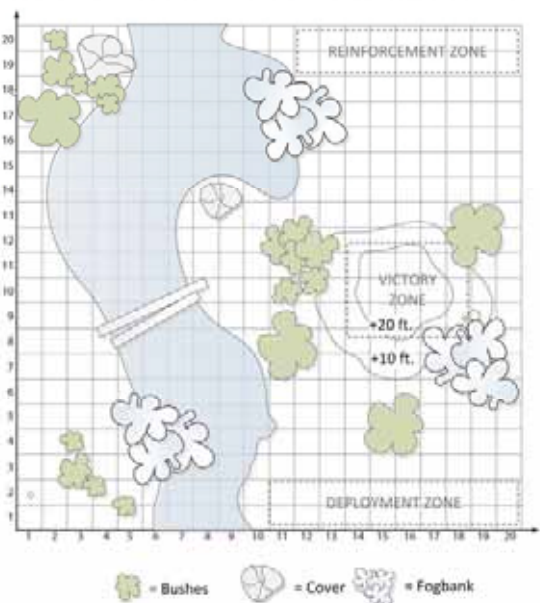
1: ROAD TO KABEL'S HILL



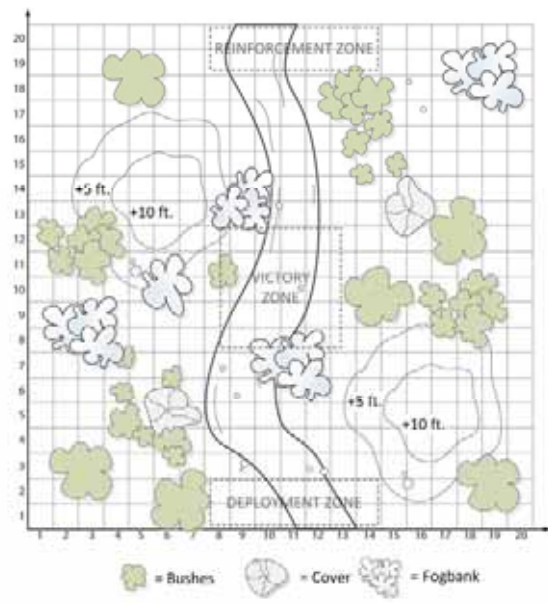
2: FOREST GLADE



3: BANKS OF THE STOJANOW RIVER



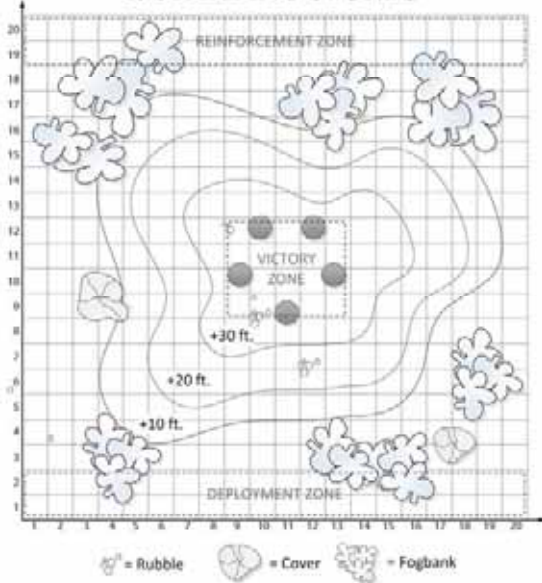
4: LOST IN THE MISTS



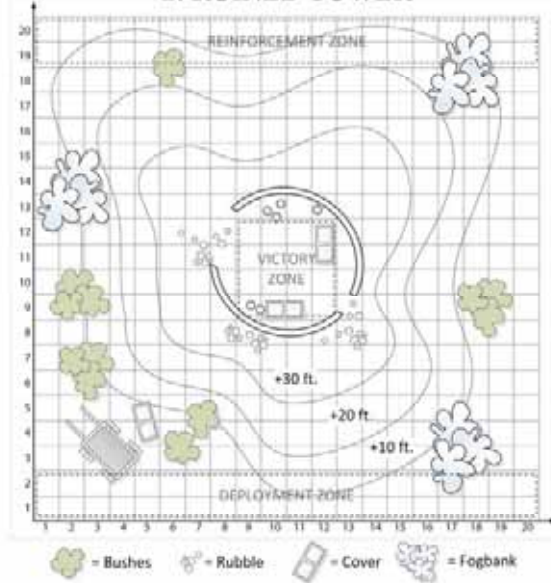
Map E-D: Grass Sea

MAP E-D: GRASS SEA

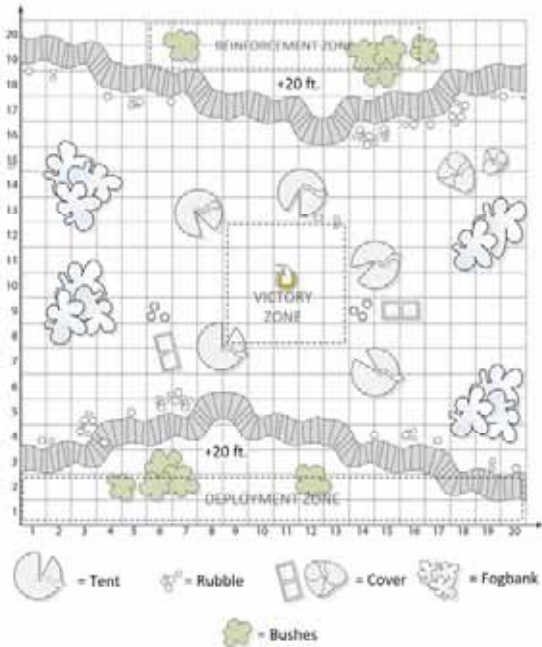
1: STANDING STONES



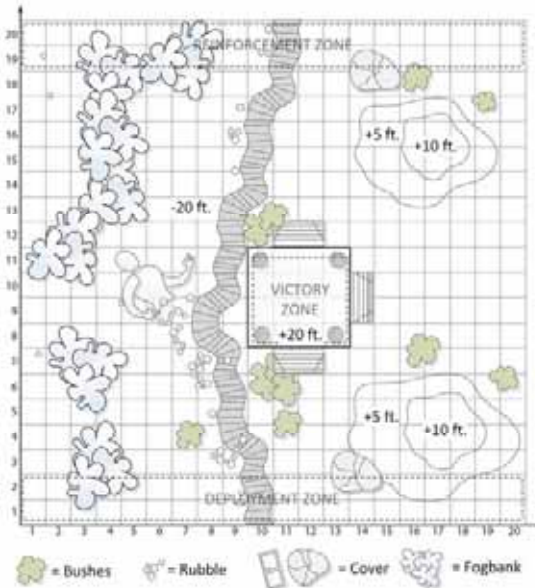
2: RUINED TOWER



3: ORC CAMP



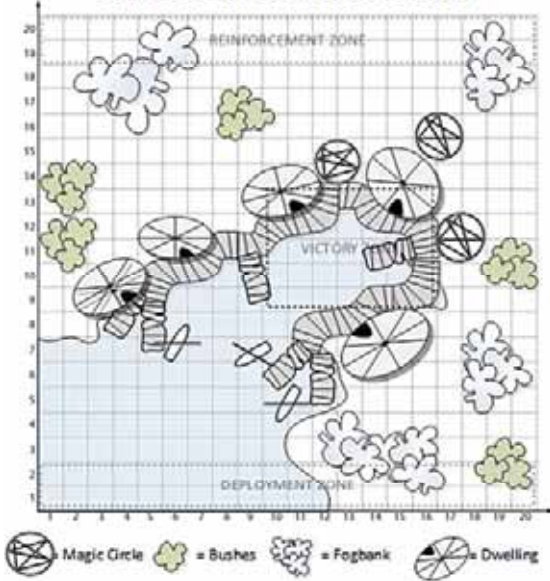
4: TOPPLED COLOSSUS



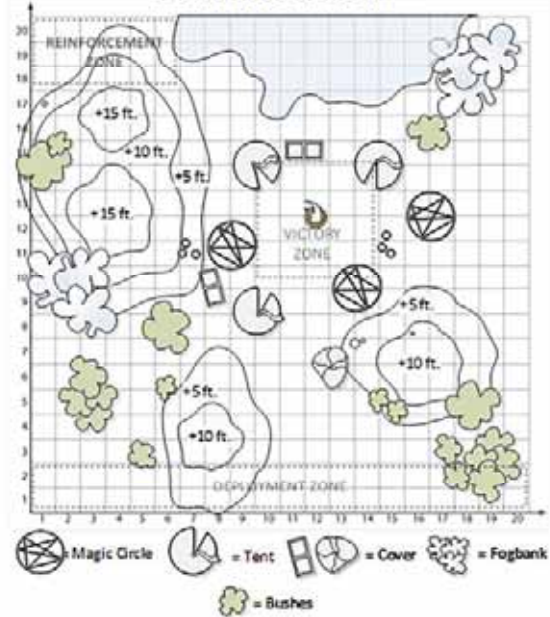
Map E-E: Sorcerer's Isle

MAP E-E: SORCERER'S ISLE

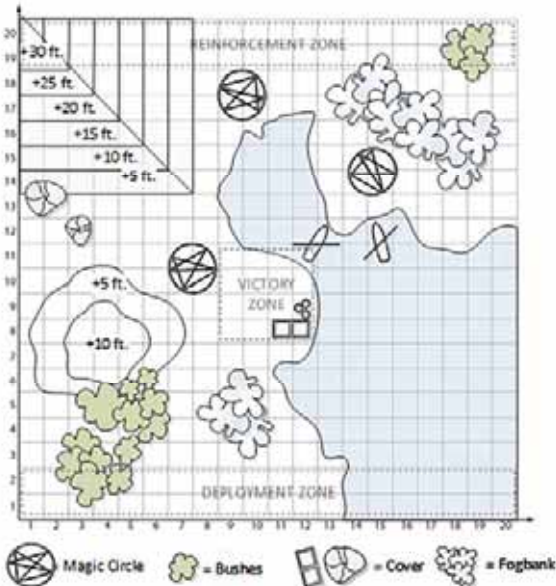
1: MUTANT SHANTY TOWN



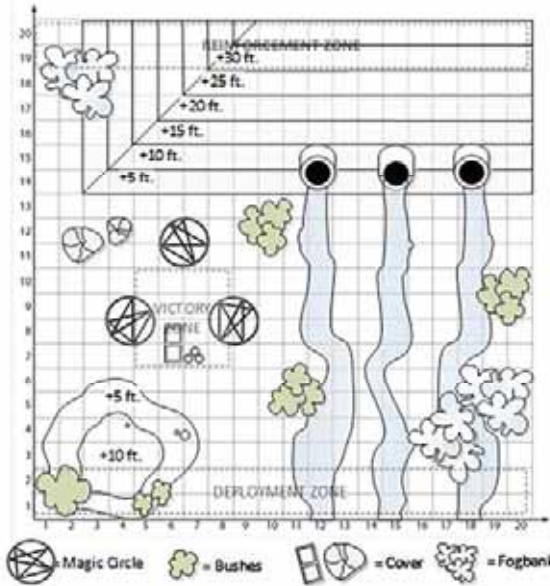
2: THAYAN CAMP



3: WILD MAGIC ZONE



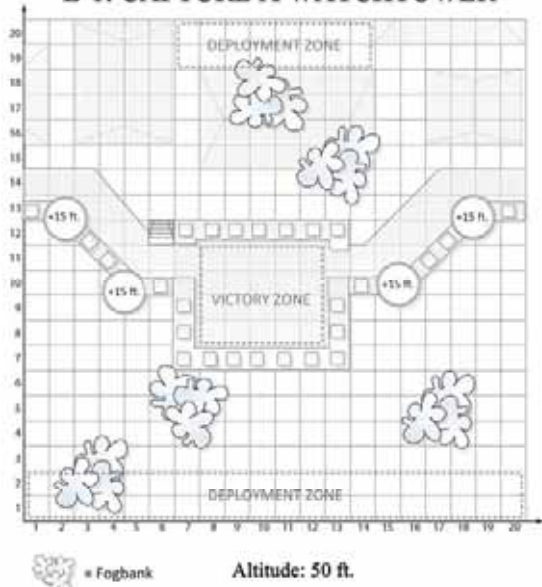
4: BASE OF THE PYRAMID



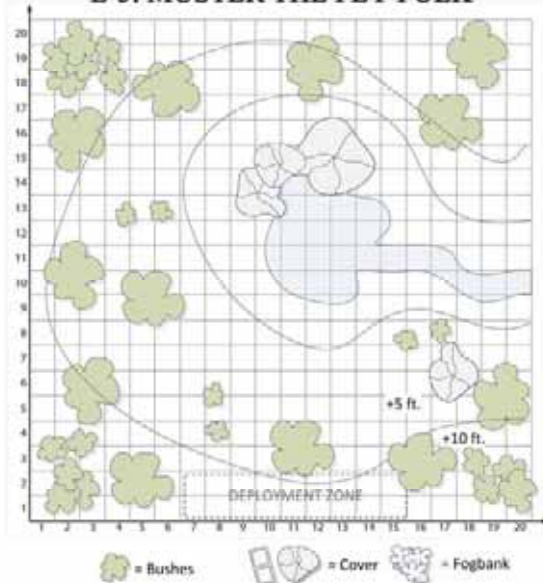
Map E1-E5: Quests

TRACK 2 (EAGLE): QUEST MAPS

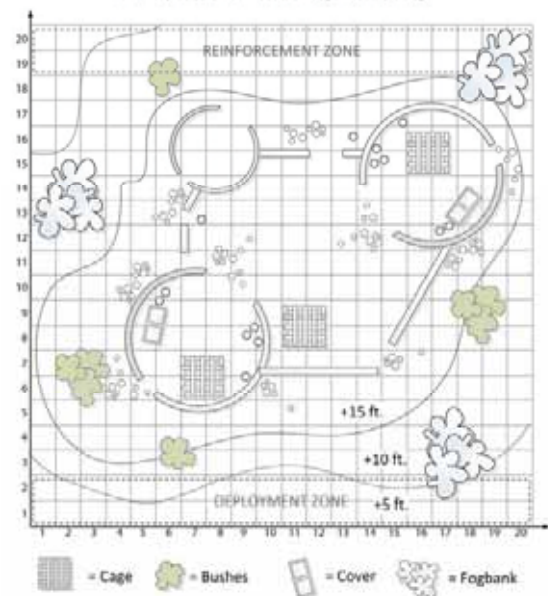
E-1: CAPTURE A WATCHTOWER



E-3: MUSTER THE FEY FOLK



E-4: FREE THE SLAVES



Handout E-1: Tracking Sheet (Eagle)

TRACK 2: EAGLE

VICTORY POINTS

GROUP NAME

E-E: SORCERER'S ISLE (E5)

E-D: GRASS SEA (E4)
(UNLOCKED BY BROADSWORD)

E-C: QUIVERING FOREST (E3)

E-B: IRON ROUTE (E2)

E-A: PHLAN (E1)

E5: CAPTURE A WATCHTOWER (+7 VP)

E4: MUSTER THE FEY FOLK (+8 VP)

E3: RECRUIT THE MUTANTS (+10 VP)

E2: RECRUIT BANDITS (+8 VP)
(UNLOCKED BY LION)

E1: FREE THE SLAVES (+12 VP)
(UNLOCKED BY LION)

RULES

WHEN ENTERING SECTOR:

- 1) MOVE BANNER ON HQ WAR MAP
- 2) PLAY ENCOUNTER IN SECTOR
- 3) CHOOSE NEXT MOVE:

- UNDERTAKE QUEST IN SECTOR
- MOVE TO ADJACENT SECTOR
- PLAY ANOTHER ENCOUNTER

WHEN PLAYING ENCOUNTER:

- 1) CHOOSE DIFFICULTY
- 2) IF YOU WIN, TAKE VICTORY POINTS TO HQ
- 3) CLAIM TREASURE

WHEN PLAYING QUEST:

- 1) IF YOU WIN, TAKE VICTORY POINTS TO HQ
- 2) ASSIGN BOONS
- 3) CLAIM TREASURE

Track 2 Boons



E-1A

EYES ON HIGH


ACHIEVEMENT

We captured an enemy watchtower!

EFFECT

When this boon is used, your group surprises the enemy in the next encounter. During the first round of combat, your characters gain advantage to all attacks.

Target Track: Eagle (Track 2)



E-1B

LIST OF TRAITORS

ACHIEVEMENT

We interrogated a dragonsoul cultist, and learned about dissent in the dragon's ranks.

EFFECT

When this boon is received, unlock Quest B-5: Seed Dissent.

Target Track: Broadsword (Track 3). This boon cannot be used until the orange flag is raised at HQ!



E-2A

LOYAL BANDITS

ACHIEVEMENT


We recruited a local bandit clan to the alliance.

EFFECT

When this boon is received, each player gains a bandit henchmen. The players control the bandits. Each bandit acts after its controlling player's turn.

Target Track: Lion (Track 1)

Track 2 Boons (Cont.)



E-2B

INSIDER KNOWLEDGE

ACHIEVEMENT

We planted a scrying beacon on a bandit contact. This has given us deeper understanding of our surroundings.

EFFECT

When used, this boon transports your group to any sector on the Eagle war map (including locked sectors). You can undertake an unlocked quest in that sector without having to play an encounter first.

Target Track: Eagle (Track 2)



E-3A

PIXIE COMPANION

ACHIEVEMENT

We saved a pixie village from banshees.

EFFECT

When this boon is received, your group gains a **pixie** henchman. The Group Leader controls the pixie. The pixie acts after the Group Leader's turn.

Target Track: Lion (Track 1)



E-3B

PIXIE AMBUSH

ACHIEVEMENT


We impressed the pixies by trapping a banshee inside a magic bottle.

EFFECT

When this boon is used, friendly pixies cast an empowered *sleep* spell on your enemies. Treat this as a *sleep* spell cast using an 8th-level slot.

Target Track: Eagle (Track 2)

Track 2 Boons (Cont.)



E-4A

INSIDER KNOWLEDGE


ACHIEVEMENT

Acting on information provided by Group Lion, we rescued a group of soldiers held by orcs in the Grass Sea.

EFFECT

When this boon is received, each player in your group gains a **scout** henchman. The players control the scouts. Each scout acts after its controlling player's turn.

Target Track: Lion (Track 1)



E-4B

THUNDER DRUMS


ACHIEVEMENT

We used magic orc war drums to bring the thunder to our enemies!

EFFECT

When this boon is used, allied soldiers cast an empowered *lightning bolt* spell on your enemies. Treat this as a *lightning bolt* spell that deals 45 (13d6) lightning damage (spell save DC 15). The bolt originates from off-map, and can only be used above ground.

Target Track: Eagle (Track 2)



E-5A

CHAOS MUTANTS

ACHIEVEMENT

We fought off the Red Wizards, and rescued the lizardfolk mutants of the Sorcerer's Isle.

EFFECT

When this boon is received, each player gains a lizardfolk henchman. The players control the lizardfolk. Each lizardfolk acts after its controlling player's turn. Any creature that kills a lizardfolk must roll on the Wild Magic Surge table (see PHB).

Target Track: Broadsword (Track 3). This boon cannot be used until the orange flag is raised at HQ!

Track 2 Boons (Cont.)



Track 3 (Broadsword):

Encounters

This adventure track is for 11th through 15th-level characters. Each table must only seat characters of this tier.

Introduction

Read the following aloud when the players are ready to begin:

The dragon slayers gather in the *Gilded Trophy's* hold. To the stern, the wizards have etched a teleportation circle into the ship's timbers. Commander Greycastle calls out to the assembled group.

"Heroes of Phlan! Tonight you wet your blades in dragon's blood! Ready your spells, and say your prayers! When the sun rises, let it shine upon our freedom!"

The portal flares with light, and the heroes march forward. Stepping through, you find yourselves in an underground hall. You stand within a chalk circle, surrounded by a rag-tag group of men and women. One of them raises a hooded lantern.

"I am Glevith of the Welcomers. We shall lead you through the catacombs to the dungeons of Valjevo Castle."

Introduce the group to their guide (see Welcomer Guides, below). When everyone is ready, read the following aloud:

The Welcomers lead you through the catacombs to the dungeons beneath Valjevo Castle. As you near your goal, a strangled scream fills the air. Cold mist washes over you, and the temperature drops several degrees. Something is coming!

Ask your Group Leader to place the banner in Sector B-A on the war map. The group must now resolve an encounter in this sector (see below).

Welcomer Guides

On this track, each group has a Welcomer guide. The guide can search for traps, offer advice, and fight alongside the characters. Note the guide's name on the group's tracking sheet. If the guide survives the event, each character in the group earns the Hero of the Welcomers story award.

Choose a name, gender and race for the guide. The Group Leader controls the guide in combat and keeps track of its hit points. The guide always takes its turn immediately after the Group Leader.

The Welcomers

Long ago, the Welcomers were a band of charlatans that preyed on visitors to Phlan. When the Zhentarim seized power, the Black Fists proclaimed that the thieves were harming the town's prosperity. Driven underground, the Welcomers became freedom fighters for the town's oppressed citizens. Members no longer cut off an ear to show their allegiance, but continue to use a severed ear as their symbol. Under the dragon's rule, the cultists have driven the Welcomers into the catacombs beneath town.

Sector B-A: Castle

Dungeons

When the players enter this sector, read the following aloud:

Cold mists churn around you, and screams echo through the tunnels. Stick-thin figures scuttle into the light, their eyes burning with blue fire. From the dark, a mocking voice taunts you.

"What do we have here, skulking in the shadows? Just as well we brought company."

The cultists have led their undead into the catacombs to root out the Welcomers. By chance, they've stumbled head-first into Group Broadsword.

Encounter Objective

Roll on the following table to determine the group's goal. Commander Greycastle briefs the characters through the *sending stone*.

Castle Objectives

1d4	Objective
1	Hold portal
2	Reinforce allies
3	Raise barricade
4	Lure undead

1. Hold Portal

"Reinforcements are incoming, but you need to keep that portal open! Hold your ground so our troops can move in!"

To win, the characters must defeat all the enemies. If one or more characters occupies the victory zone at the end of the round, add 1d3 loyal **scouts** to the deployment zone. The players control the scouts. If they win, the scouts remain behind to hold the portal.

2. Reinforce Allies

"The dead are everywhere! Hold the line! Hold the line!"

To win, the group must defeat all of the enemies, with at least one knight surviving. Add two vampire spawn and two knights to this encounter. When the group arrives, these creatures are fighting in the victory zone. Let the players control the knights during the combat. When the encounter ends, the knights retreat to safety.

3. Raise Barricade

"Block them off! We can't allow the undead to flank us down here!"

To win, the group must raise a barricade across the victory zone and hold it for 3 consecutive rounds. Until the barricade is complete, 1d3 wights enter the victory zone at the end of each round. If the group holds the barricade, allied forces sweep through and destroy any remaining enemies.

The victory zone contains all the materials needed to raise the barricade. As an action, a character in the victory zone can construct a 5-foot cube of barricade or reinforce an existing section. This adds 2d6 hit points to the barricade's total hit points. The barricade has AC 8, a damage threshold of 5, and as many hit points as the characters have invested into it. Creatures behind the barricade have half cover against attacks originating from the other side (+2 AC and Dexterity saving throws).

4. Lure Undead

"Our clerics have a plan! Lure the undead into their trap, and let us show them the light of day!"

To win, the group must defeat all of the enemies. At the start of combat, position all of the enemies inside the reinforcement zone. As a free action, the Group Leader can use the *sending stone* can call on the alliance clerics to blast the victory zone with divine radiance. One round after the call is given, all creatures inside the victory zone take 55 (10d10) radiant damage (the clerics warn the characters about the delay before the encounter begins).

Encounter Opposition

Cult fanatics and their infernal allies have led the undead into the catacombs. Roll once on each column to determine the opposition for this encounter.

Castle Opposition

1d4	Champion	Henchmen
1	2 half-green dragon assassins	8 wights
2	2 chain devils	4 vampire spawn
3	1 half-green dragon assassin and 1 chain devil	4 wights and 2 wraiths
4	2 half-green dragon assassins	4 wights and 2 vampire spawn

Encounter Difficulty

- For a Hard encounter, add two vampire spawn.
- For a Deadly encounter, roll twice on the Henchmen column. At the end of each round, 1d3 wights enter from the reinforcement zone.

Adjusting the Encounter

Use one of the following adjustments. These are cumulative with any modifications based on difficulty:

- **Very Weak Group:** Remove 4 wights, 2 vampire spawn or 2 wraiths.
- **Weak Group:** Remove 2 wights, 1 vampire spawn or 1 wraith.
- **Strong Group:** Add 1 vampire spawn for every 2 characters in the group.
- **Very Strong Group:** Add 1 vampire spawn for every character in the group.

Encounter Location

Encounters occur in the twisting catacombs beneath Valjevo Castle. Map B-A contains battle maps for these locations.

Castle Locations

1d4	Location
1	Catacomb bridge
2	Cisterns
3	Catacomb tunnels
4	Collapsed hall

General Features

Lighting The catacombs are dark throughout. Without low-light vision, the characters need a light source to see.

Pits: The pits plunge 2d6 x 10 feet into the lower catacombs. A creature falling into a pit takes 1d6 bludgeoning damage for every 10 feet fallen. The

creature lands prone, unless it avoids taking damage from the fall.

Rubble: Rubble counts as difficult terrain that grants half cover to any creature hiding behind it (+2 AC and Dexterity saving throws).

Water: Any living creature that involuntarily enters the water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion. A living creature that starts its turn in the water takes 2 (1d4) cold damage.

Sector B-B: Stojanow Gate

When the players enter this sector, check to see if Group Eagle has destroyed the Stojanow Gate. If there is no orange flag at HQ, read the following aloud:

The Stojanow Gate looms at the mouth of Valjevo Castle. Crafted by Fire Giants, each iron-bound door stands sixty feet tall, set into walls thirty feet thick. For one hundred and twenty years the gates have stood open. Now they are closed.

You emerge from the catacombs into the outer bailey between the Stojanow Gate and Valjevo Castle. A forest of vines and brambles drapes the citadel, forming a thick canopy overhead. Campfires blaze across the courtyard, filling the air with a miasma of smoke and sparks.

If the orange flag is raised, read the following instead:

You emerge from the catacombs into the outer bailey between the Stojanow Gate and Valjevo Castle. A forest of vines and brambles drapes the citadel, forming a thick canopy overhead. Campfires blaze across the courtyard, filling the air with a miasma of smoke and sparks.

To the south, the iron-bound doors of the Stojanow Gate hang from their hinges. Fires rage over the gatehouse, and smoking corpses are scattered across the cobblestones. Allied troops advance through the gate from the streets beyond.

Encounter Objective

Roll on the following table to determine the group's goal. Commander Greycastle briefs the characters through the *sending stone*.

Stojanow Gate Objectives

1d4	Objective
1	Blitzkrieg!
2	Demolish barracks
3	Deceive cultists
4	Defeat champion

1. Blitzkrieg!

"This is our town! Our castle! It's time to take it back from these swine!"

To win, the group must defeat all of the enemies. For each round of combat after round 4, remove one victory point from the total available.

2. Demolish barracks

"The Stojanow Gate is riddled with guard posts. I need you to close one down - permanently!"

To win, the characters must detonate an alchemical charge in the victory zone and then defeat any remaining enemies. A gnome sapper gives the charge to one of the characters: it takes an action to place, and has a fuse that can be set for one, two or three rounds. When it explodes, all creatures within 30 ft. take 55 (10d10) fire damage.

2. Deceive Cultists

"The dragon's commanders are buried in that gatehouse like tics. We'll lose dozens of soldiers in a direct assault. Perhaps it's time to use our cunning?"

To win, the group must defeat the enemy champion(s). Use two locations for this encounter: an inner and an outer location. The henchmen guard the outer location, and the champion guards the inner location. To get inside the inner location, the group must pose as cultists and bluff their way past the guards, or fight their way through.

If needed, the alliance provides the group with simple disguises that allow them to pose as cultists. Roleplay the meeting in full, asking for Charisma (Deception or Persuasion) checks as appropriate. If the characters successfully dupe the cultists, they're allowed access. If they fight their way through, roll again on the Henchmen column of the Encounter Opposition table when the group penetrates the inner location. These troops appear as reinforcements at the end of the first round.

4. Defeat Champion

"The so-called Tears of Virulence will pay for betraying my order! Let justice begin with the execution of their leaders!"

To win, the group must defeat the enemy champion(s) and escape the area. Until the champion dies, 1d4 dragonwings enter the encounter from the reinforcement zone at the end of each round.

Encounter Opposition

Phlan's corrupted Black Fist knights, the Tears of Virulence, use the Stojanow Gate as their headquarters. **Roll once on each column to determine the opposition for this encounter.**

Stojanow Gate Opposition

1d4	Champion	Henchmen
1	1 maimed tear	6 knights
2	1 maimed tear	6 veterans
3	2 half-green dragon assassins	3 gladiators
4	2 half-green dragon assassins	1 mage and 3 veterans

Encounter Difficulty

- For a Hard encounter, add four **veterans**.
- For a Deadly encounter, roll twice on the Henchmen column and then add four **veterans**.

Adjusting the Encounter

Use one of the following adjustments. These are cumulative with any modifications based on difficulty:

- **Very Weak Group:** Replace any **knights** or **veterans** with **thugs**. Replace any **gladiators** or **mages** with **knights**.
- **Weak Group:** Remove 2 **veterans** or **knights**, or 1 **gladiator** or **mage**.
- **Strong Group:** Add 2 **veterans** for every 2 characters in the group.
- **Very Strong Group:** Add 2 **veteran** for every character in the group.

Encounter Location

Encounters occur within the Stojanow Gate or the Outer Bailey that separates it from Valjevo Castle. **Map B-B contains battle maps for these locations.**

Stojanow Gate Locations

1d4	Location
1	Training hall
2	Prisoner lock-up
3	Command rooms
4	Courtyard

General Features

Lighting: Interior locations are well lit with torches. Exterior locations are in shadow. Creatures

without low-light vision have disadvantage on Wisdom (Perception) checks that rely on sight.

Ceilings: Ceilings are 25 feet high within rooms and 10 feet high in corridors. Exterior locations are open to the sky.

Cover: Crates, barrels or wagons count as difficult terrain and grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

Fire pit: A creature that enters a fire pit or starts its turn inside one takes 27 (5d10) fire damage. To climb out of a fire pit, the creature must succeed on a DC 15 Strength (Athletics) check.

Sector B-C: Inner Bailey

When the players enter this sector, read the following aloud:

Magic vines and brambles choke the castle's inner bailey. Coiled tendrils of vegetation have erupted from the flagstones underfoot, clawing hungrily at nearby buildings. Once-proud towers have split asunder beneath the growth, or are buried in their entirety underneath it. Fires burn in the dark, and strange voices echo through the shadows.

Encounter Objective

Roll on the following table to determine the group's goal. Commander Greycastle briefs the characters through the *sending stone*.

Inner Bailey Objectives

1d6	Objective
1	Capture champion
2	Disable traps
3	Destroy scorpions
4	Ambush reinforcements

1. Capture Champion

"We need to learn more about the dragon's defenses. Capture one of its champions for questioning."

To win, the characters must capture one champion alive and escape the area. When they subdue the champion, a patrol of 4 **knights** enters from the reinforcement zone. The encounter ends when the last character exits the area.

2. Disable Traps

"Our forces are getting eaten alive by those traps! Clear a path so we can advance on the dragon's lair in force."

To win, the group must disable or trigger all of the traps in the area (see General Features, below).

The enemy isn't aware of the group's presence, so the players could use stealth to approach the area. There is one trap for every character in the group. Before the encounter begins, determine the traps' positions randomly and note them down in secret. The enemy is aware of the traps' placement and tries to lure the characters into them during combat.

3. Destroy Scorpions

"We're pinned down here! We can't cross that courtyard until you take down the artillery!"

To win, the group must destroy the scorpion artillery. The enemy tries to stop them. There are four scorpions, placed in random positions throughout the area (the first is already shown in the victory zone). When the encounter begins, one enemy henchman mans each scorpion. For details of the scorpions, see the Encounter Location section below.

4. Ambush Reinforcements

"The enemy is moving to bolster their front line. I need you to ambush and destroy the reinforcements before they get there."

To win, the group must defeat all of the enemies.

The characters have been tipped off about an approaching unit of enemies, and can deploy anywhere on the map before they arrive. Once the characters are in place, the enemies enter from the reinforcement zone. Any reinforcements in this encounter do not count towards victory.

Encounter Opposition

Vorgansharax's elite forces hold the inner bailey of Valjevo Castle. His draconic cousins from Kryptgarden Forest also nest here. **Roll once on each column to determine the opposition for this encounter.**

Inner Bailey Opposition

1d4	Champion	Henchmen
1	1 maimed tear	6 knights
2	1 half-green dragon assassin riding a young green dragon	9 dragonwings
3	2 young green dragons	3 dragonfangs
4	2 half-green dragon assassins	1 mage and 4 dragonwings

Encounter Difficulty

- For a Hard encounter, add one **young green dragon**.
- For a Deadly encounter, roll twice on the Henchmen column. At the end of each round, 1d4 **dragonwings** enter from the reinforcement zone.

Adjusting the Encounter

Use one of the following adjustments. These are cumulative with any modifications based on difficulty:

- **Very Weak Group:** Remove 3 **knights**, 5 **dragonwings**, or 2 **dragonfangs**
- **Weak Group:** Remove 2 **knights**, 3 **dragonwings**, or 1 **dragonfang**.
- **Strong Group:** Add 2 **knights** for every 3 characters in the group.
- **Very Strong Group:** Add 1 **knight** for every character in the group.

Encounter Location

Encounters occur in the courtyard of Valjevo Castle. **Map B-C contains battle maps for these locations.**

Inner Bailey Locations

1d4	Location
1	Castle smithy
2	Execution platform
3	Stables
4	Mess hall

General Features

Lighting: Interior locations are well lit by torches. Exterior locations are dimly lit. Creatures without low-light vision have disadvantage on Wisdom (Perception) checks that rely on sight.

Cover: Crates, barrels or wagons count as difficult terrain and grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

Chlorine gas: Any creature that enters or starts its turn in a space containing chlorine gas must succeed on a DC 15 Constitution saving throw or take 27 (5d10) poison damage.

Magic thicket: Any creature that enters or starts its turn inside the thicket takes 4 (1d8) piercing damage from large spiky thorns. Additionally, the creature must succeed on a DC 15 Dexterity saving throw or be restrained by the thicket's grasping vines. On their turn, a restrained creature can use their action to attempt a DC 15 Dexterity (Acrobatics) or Strength (Athletics) check to escape the thicket, though any creature doing so takes an additional 4 (1d8) piercing damage.

Traps: A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of floor around a trap. A successful DC 15 Intelligence (Investigation) check confirms that the trapped floor is actually the cover of a pit. When a creature steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is 30 feet deep and has poisoned iron spikes at the bottom. A creature falling into the pit takes 10 (3d6) bludgeoning damage from the fall, and 11 (2d10) piercing damage from the spikes. Anyone taking piercing damage from the spikes must also make a DC 13 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Scorpions: Each scorpion has the following features:

Scorpion (poisoned bolts)

Medium object

Armor Class: 12

Hit Points: 35

Damage Immunities: poison, psychic

A scorpion is a large mounted crossbow. Before it can be fired, it must be loaded. It takes one action to load the scorpion, and one action to fire it. As such, two creatures working together can fire the scorpion every round, where a single creature working alone can only fire it every other round.

Bolt: *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 11 (2d10) piercing damage, plus 7 (2d6) poison damage.

Sector B-D: Maze of Ruins

This sector is locked until Group Lion gains enough victory points on Track 1 to open it. When the sector is unlocked, the administrators will raise a purple flag at HQ and make the following announcement:

Alarms sound throughout Valjevo Castle! To the sound of marching drums, dozens of black-clad knights file from the castle to deal with the attack on the docks. The diversion is working. Group Lion has drawn the enemy from the dragon's lair! Group Broadsword: the Maze of Ruins is now unlocked!

Sector Unlock!

Whenever a sector is unlocked, the characters are able to travel to it without having to travel through other, adjoining sectors. It is immediately available for play.

When players enter this sector, read the following aloud:

A labyrinth of broken buildings surrounds the central keep, draped in living plantlife. What were once coach houses, stables and smithies are now shattered husks strangled by vines. As you approach, the brambles seethe as though breathing.

Encounter Objective

Roll on the following table to determine the group's goal. Commander Greycastle briefs the characters through the *sending stone*.

Maze of Ruins Objectives

1d4	Objective
1	Burn the thicket
2	Slay dark druid
3	Plant magic seeds
4	Reinforce location

1. Burn the Thicket

"The dragon's hold over its forest weakens! Burn it down, so we can wade through the ashes into the dragon's lair!"

To win, the group must destroy all spaces containing the magic thicket. The enemy tries to stop them. Each 5ft. x 5ft. cube of thicket has AC 8, 30 hit points and is vulnerable to fire (for further details, see the Encounter Location section below). Before combat begins, a gnome sapper gives a fire bomb to each character. The fire bombs are improvised weapons with the thrown property (range 10/30 ft.). When a bomb lands, all creatures within 20ft. of the bomb take 27 (5d10) fire damage, or half damage on a successful DC 12 Dexterity saving throw. Spaces containing magic thicket do not gain a saving throw.

2. Slay Dark Druid

"The power of the magic thicket wanes, so the dragon sends its dark druids to reenchant it! Slay them before the forest repairs itself!"

To win, the group must slay one of the enemy champions. As a bonus action on its turn, the champion can throw a corrupted seed onto the ground nearby. On the following turn, 1d4 **needle blights** emerge from where the seed fell, and take actions. When the champion dies, any seeds it carries lose their enchantment and any needle blights still active disintegrate.

3. Plant Magic Seeds

"The Emerald Enclave has found a way to combat the magic thicket! Seed their magic throughout the ruins, and turn the forest against Vorgansharax!"

To win, the group must plant a magic seed in the victory zone and defeat all of the enemies. Before combat begins, an Emerald Enclave druid gives a magic seed to one character. As an action, the character can plant the seed in the ground. If planted in the victory zone, an awakened tree emerges at the start of the following round. Let the player control the **awakened tree** in combat. At the end of combat, the awakened tree remains here to defend the location.

4. Reinforce Location

"The Cinnabar Throne lies beyond that maze! Hold the line, so our forces can drive through!"

To win, the characters must defeat all the enemies. If one or more characters occupies the victory zone at the end of the round, add 1d3 loyal **scouts** to the deployment zone. The players control the scout. If they win, the scouts remain behind to hold the area.

Encounter Opposition

Primal monsters defend the overgrown ruins, led by the dragon's dark druids. **Roll once on each column to determine the opposition for this encounter.**

Maze of Ruins Opposition

1d4	Champion	Henchmen
1	1 half-green dragon assassin riding a hydra	3 shambling mounds
2	1 maimed tear	6 knights
3	1 half-green dragon assassin riding a young green dragon	2 shambling mounds and 2 green hags
4	2 half-green dragon assassins	4 knights and 2 green hags

Encounter Difficulty

- For a Hard encounter, add two **shambling mounds**.
- For a Deadly encounter, roll twice on the Henchmen column. At the end of each round, 1d3 **dragonwings** enter from the reinforcement zone.

Adjusting the Encounter

Use one of the following adjustments. These are cumulative with any modifications based on difficulty:

- **Very Weak Group:** Remove 2 **shambling mounds**, or 4 knights.
- **Weak Group:** Remove 1 **shambling mound**, or 2 knights.
- **Strong Group:** Add 1 **shambling mound** for every 3 characters in the group.
- **Very Strong Group:** Add 1 **shambling mound** for every 2 characters in the group.

Encounter Location

Encounters occur in the tangled maze of woodland that surrounds the inner bailey. **Map B-D contains battle maps for these locations.**

Maze of Ruins Locations

1d4	Location
1	Poisoned well
2	Overgrown couch house
3	Ruined chapel
4	Depths of the thicket

General Features

Lighting: All locations are dimly lit. Creatures without low-light vision have disadvantage on Wisdom (Perception) checks that rely on sight.

Chlorine gas: Any creature that enters or starts its turn in a space containing chlorine gas must succeed on a DC 15 Constitution saving throw or take 27 (5d10) poison damage.

Magic thicket: Any creature that enters or starts its turn inside the thicket takes 4 (1d8) piercing damage from large spiky thorns. Additionally, the creature must succeed on a DC 15 Dexterity saving throw or be

restrained by the thicket's grasping vines. On their turn, a restrained creature can use their action to attempt a DC 15 Dexterity (Acrobatics) or Strength (Athletics) check to escape the thicket, though any creature doing so takes an additional 4 (1d8) piercing damage.

Rubble: Rubble counts as difficult terrain that grants half cover to any creature hiding behind it (+2 AC and Dexterity saving throws).

Traps: A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of floor around a trap. A successful DC 15 Intelligence (Investigation) check confirms that the trapped floor is actually the cover of a pit. When a creature steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is 30 feet deep and has poisoned iron spikes at the bottom. A creature falling into the pit takes 10 (3d6) bludgeoning damage from the fall, and 11 (2d10) piercing damage from the spikes. Anyone taking piercing damage from the spikes must also make a DC 13 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Zone B-E: Cinnabar Throne

When the players enter this sector, read the following aloud:

The throne hall of Valjevo Keep remains impressive despite the damage wrought upon it by the dragon. Graven pillars span the chamber, and the walls are hung with tapestries emblazoned with the crest of House Daoran. Atop a stepped dais, the Cinnabar Throne still stands.

The rest has been claimed by the dragon. The hall's great roof has been torn asunder, and replaced with a canopy of barbed vines and creepers. Moss clings to the walls, and green gases eddy over the floor. Phlan's throne room is now the lair of the green dragon Vorgansharax.

Lair of the Green Wyrms

The following encounters take place inside the dragon's lair! Even though Vorgansharax may not face the group directly, it can still turn its lair actions against them! During all combats in this sector, you can attack the group using the dragon's lair actions. Between combats, the characters gain a brief respite as the dragon focuses its powers on another group. When the dragon dies, it can no longer take these lair actions.

Encounter Objective

Roll on the following table to determine the group's goal. Commander Greycastle briefs the characters through the *sending stone*.

Cinnabar Throne Objectives

1d4	Objective
1	Defeat elite champion
2	Dispel wards
3	Survive!
4	Repel counterattack

1. Defeat Elite Champion

"Vorgansharax's greatest warriors defend its lair! Bring them down!"

To win, the characters must defeat the enemy champion(s). Each champion has its maximum hit points. As a bonus action, the champion can inspire an ally within 30 feet to make an attack action. At the end of every round, add 1d4 **dragonwings** to the reinforcement zone if the champion is still alive. When the champion falls, allied forces wipe out any remaining enemies.

2. Dispel Wards

"Primal magic empowers this location! Dispel the ritual circles, and the dragon's powers will wane!"

To win, the characters must defeat all of the enemies. Magic circles are etched in metal on the floor, each with a diameter of 10 feet. There are three circles, placed in random positions throughout the area (the first is in the victory zone). While a circle is active, all creatures inside it are vulnerable to poison damage.

As an action, a character inside a circle can attempt to dispel its magic. This requires a successful DC 15 Intelligence (Arcana or Religion) check. If the character is untrained in either skill, they have disadvantage on the check.

An enemy inside a circle can spend an action to reactivate its magic. This requires a successful DC 12 Intelligence (Arcana or Religion) check.

While three circles are active, the dragon can take two lair actions per round in this location: one on initiative count 20, and one on initiative count 10 (losing initiative counts). While two circles are active, it can only take one lair action. If two or more circles are disabled, it cannot take lair actions in this location.

3. Survive!

"Hold that location until reinforcements arrive! If you must die doing so, then die well!"

To win, the characters must survive for as many rounds as there are characters in the group. At the end of each round, 2d3 dragonwings enter from the reinforcement zone. If a character leaves the area, they cannot return. If one or more characters survive, allied forces wipe out any remaining enemies.

4. Repel Counterattack

"Enemy reinforcements are inbound! Hold that position with everything you have!"

To win, the group must defeat all of the enemies. When the first enemy dies or a character enters the victory zone for the first time, 2d6 dragonwings appear in the reinforcement zone. The dragonwings take actions in the following round.

Encounter Opposition

The dragon's devoted cultists defend its lair. Roll once on each column to determine the opposition for this encounter.

Cinnabar Throne Opposition

1d4	Champion	Henchmen
1	1 maimed tear	6 knights
2	1 half-green dragon assassin and 1 chain devil	9 dragonwings
3	2 half-green dragon assassins	3 dragonfangs
4	2 chain devils	1 mage and 4 dragonwings

Encounter Difficulty

- For a Hard encounter, add one chain devil.
- For a Deadly encounter, roll twice on the Henchmen column. At the end of each round, 1d4 dragonwings enter from the reinforcement zone.

Adjusting the Encounter

Use one of the following adjustments. These are cumulative with any modifications based on difficulty:

- **Very Weak Group:** Remove 3 knights, 5 dragonwings, or 2 dragonfangs
- **Weak Group:** Remove 2 knights, 3 dragonwings, or 1 dragonfang.

- **Strong Group:** Add 2 knights for every 3 characters in the group.
- **Very Strong Group:** Add 1 knight for every character in the group.

Encounter Location

Encounters occur in the grand chambers of Valjevo Castle. Map B-E contains battle maps for these locations.

Stojanow Gate Locations

1d4	Location
1	Great hall
2	Kitchens
3	Solar
4	Throne room

General Features

Lighting: All locations are well lit by torches.

Ceilings: Ceilings are 30 ft. high in rooms, and 15 ft. high in corridors.

Cover: Crates, barrels or wagons count as difficult terrain and grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

Chlorine gas: Any creature that enters or starts its turn in a space containing chlorine gas must succeed on a DC 15 Constitution saving throw or take 27 (5d10) poison damage.

Rubble: Rubble counts as difficult terrain that grants half cover to any creature hiding behind it (+2 AC and Dexterity saving throws).

Track 3 (Broadsword): Quests

Quest B-1: Raid Archives

The group must complete an encounter in Sector B-A: Castle Dungeons to undertake this quest. When they begin, read the following aloud:

The alliance summons you to its only foothold in the dungeons: a humble wine cellar. The casks have been pushed aside to make way for stretchers, and military supplies line the walls.

The knights escort you to Elanil of Elventree. The elf regent has dressed in light chain armor, and bound her hair under a green bandana. Blood runs from a cut in her forehead. She casts you a crooked smile.

"We didn't expect the undead. No matter. They shan't sway us from our task."

Elanil reveals the following information:

- The dungeons beneath Valjevo Castle house archives dating back centuries. The Cult of the Dragon has seized these chambers as command rooms.
- Alliance spies report that the archives contain records on cult membership, finances, and most importantly, maps of enemy movement within the Grass Sea.
- If the alliance recovers the maps, Group Eagle can strike against the dragon's savage allies from Thar.
- Scouts report that the cultists are torching the archives to prevent them falling into alliance hands. The alliance must act swiftly to stop them.

Elanil gives the group directions to one of the nearby archives. She hands a *potion of heroism* to any character who's worked with her before (see 'Roleplaying Elanil Ellassidil', below). Elanil then moves off to recruit another group.

Faction Assignment: Harpers

If any characters belong to the Harpers, Elanil gives them an additional objective:

- The Harpers have cast *divination* spells to uncover weaknesses in the dragon's defenses. The spirits hint that ancient heroes of Phlan left safeguards behind to defend against Tyranthraxus's return.
- Cryptically, the spirits said to seek out the "curators of the dead" in the castle archives.

- Unsure what this means, Elanil asks the group if they can shed any light on the riddle. If the characters learn the secret of these safeguards, the alliance could gain an edge against the dragon.

Roleplaying Elanil Ellassidil

Elanil serves as the de facto leader of Elventree, a position she's held for nearly a century. Famous throughout the Moonsea for her accomplishments as a bard, her true calling is less publicized: Elanil is a high-ranking Harper, and finds herself involved in many of the region's intrigues. The so-called 'Moonsilver Herald' was first encountered in DDEX3-3 *The Occupation of Szith Morcane*, where she fought against drow raiders. She reappeared in DDEX3-7 *Herald of the Moon*, where the adventurers helped her bring peace to the restless spirits of her past.

Quote: "Some elves believe life is a tapestry woven by gods for the amusement of their children. I say let's give them something to chuckle over!"

Quest Encounter

The castle archives are labyrinthine, but with Elanil's directions it doesn't take the group long to reach their destination. When they arrive, read the following aloud:

Bookcases fill this lantern-lit chamber, their shelves stacked with scrolls and tomes. The cultists have spread maps over the tables, and hung infernal banners from the pillars. Four ancient statues stand against the walls, their features weathered by time and ruin.

A horned devil strides into the chamber from a hallway opposite, followed by a group of fiends with serpentine beards. The devil grows an order, and flames erupt from its upturned palms.

"Spread out. Burn the scrolls."

Map B-1 shows the layout of this encounter. To win, the group must defeat all of the enemies and preserve at least one bookshelf from destruction. The enemy tries to stop them. At the start of the encounter, place the following enemies in the victory zone:

- One **horned devil**
- Four **bearded devils**

During combat, the bearded devils confront the characters while the horned devil uses *hurl flame* to torch the bookshelves (see General Features, below). If more than one character attacks the horned devil, it concentrates on defending itself.

General Features

Lighting: The archives are well lit with torches.

Ceilings: Ceilings are 30 ft. high in rooms, and 15 ft. high in corridors.

Bookshelves: Each bookshelf has AC 8, 60 hit points, and vulnerability to fire damage. If a bookshelf is set on fire, it takes 11 (2d10) fire damage at the end of each round.

Statues: The four statues are representations of Savras, god of divination. Each statue is damaged in a unique way:

- One is missing eyes
- One is missing a nose
- One is missing a mouth
- One is missing ears

Characters who examine the statues notice faint scuff marks in the stonework at their feet. If they push a statue, it slides back an inch and then resets. Pushing the statues in the correct order opens a secret compartment between them (see Curators of the Dead, below). If they get the order wrong more than three times, the statues lock in place for 24 hours. If no characters belong to the Harpers, the statues are immovable.

Adjusting the Encounter

This quest has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Party:** Remove 2 bearded devils.
- **Weak Party:** Remove 1 bearded devil.
- **Strong Party:** Add 1 bearded devil for every 2 characters in the group.
- **Very Strong Party:** Add 1 bearded devil for every character in the group.

Curators of the Dead

If the group has characters allied with the Harpers, read the following aloud when one of them first approaches a bookshelf:

The bookshelf contains civic records dating back centuries. One tome in particular catches your eye: a black volume entitled "Records of Internment within Valhingen Graveyard DR 1345-1400".

The tome contains numbered lists of burial plots within Valhingen Graveyard. A character examining the tome sees that some page corners are folded inward at odd angles. If the character succeeds on a DC 10 Intelligence (Investigation) check, they realize that the page folds point to letters. Together, the letters spell out the following message:

*First, I was blind,
My eyes are now open,
I cannot hear your lies,
I speak only truth.*

The message refers to the statues. If the statues are pushed in the following order, a secret compartment opens between them:

Missing eyes, missing mouth, missing ears, missing nose

A dusty scroll sits inside the compartment (**Handout B-2**). The ancient savior of Phlan, Ren o' the Blade, hid these messages so his descendants could combat the return of Tyranthraxus. The numbers refer to burial plots in Valhingen Graveyard. When the players find the scroll, they complete their objective for the Harpers.

Quest Rewards

- If the group defeats the enemies, they gain 1 victory point for each bookshelf that escapes the flames. There are seven bookshelves.
- If the group finds Ren's scrolls, any characters allied with the Harpers earn one point of renown with their faction.

Magic Item Reward

In addition to the above rewards, the characters should earn one of the two items listed below. Only one of the items should be given for completing this quest.

- If this is the **first quest** the characters have completed, they are rewarded with a *Skyfist (Dwarven Thrower)*.

OR

- If this is the **second quest** the characters have completed, they are rewarded with a *staff of power*.

Boon: Enemy Positions

If the group preserves at least one bookshelf, they earn the following boon:

Boon B-1A: Enemy Positions

Achievement: We raided the dungeon archives, and uncovered valuable information about enemy movements within the castle.

Effect: When this boon is used, your group surprises the enemy in the next encounter. During the first round of combat, your characters gain advantage on all attacks.

Track: Broadsword.

Give the group **Boon B-1A: Enemy Positions**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Broadsword** track.

Boon: Lost Secrets

If the group finds Ren's scrolls, they earn the following boon:

Boon B-1B: Lost Secrets

Achievement: In the archives of Valjevo Castle, we learned that magic elixirs are hidden inside Valhingen Graveyard as safeguards against Tyranthraxus's return.

Effect: When this boon is received, unlock Quest L-5: Unearth Lost Secrets.

Track: Lion.

Give the group **Boon B-1B: Lost Secrets**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Lion** track.

Quest B-2: Free Captives

The group must complete an encounter in Sector B-B: Stojanow Gate to undertake this quest. When they are ready to begin, read the following aloud:

A weary halfling emerges from the smoke and beckons you to follow him. With battle raging across the outer bailey, the halfling leads you to a ruined stable. Allied crossbowmen hunker behind the broken walls, while a circle of knights kneels on the floor, sketching tactics in the mud.

Dornal Whitebeard of the Lords' Alliance stands with them. The aged dwarf looks like he could barely squeeze into his armor.

"Well met, congratulations, and about damned time."

Dornal Whitebeard reveals the following information:

- Alliance scouts have reported a prisoner uprising in the jail beneath the Stojanow Gate. The dragon's loyal knights, the Tears of Virulence, now fight a war on two fronts.
- A disgraced knight of the Black Fist, Sahnd Krulek, leads the uprising. His fugitives move from cell-to-cell, freeing prisoners.
- Dornal wants the group to make contact with Krulek and offer aid for his uprising.

Characters who've played DDEX1-9 *Outlaws of the Iron Route* may have been instrumental in Sahnd Krulek's arrest. If so, they'll know he was most likely framed for the crime that drove him to banditry. Dornal says the alliance is willing to grant Krulek a pardon if he helps in the reclamation of Phlan.

Dornal directs the group to the cells. He gives a *potion of supreme healing* to any character who has worked with him before (see 'Roleplaying Dornal Whitebeard', below). After this, he dismisses them and returns to his advisors.

Faction assignment: Lords' Alliance

If any characters belong to the Lords' Alliance, Dornal takes them aside and gives them an additional objective:

- Most prisoners are rebels that Vorgansharax has incarcerated since it seized control of the town. Others are hardened criminals.
- Dornal is uncomfortable about freeing dangerous prisoners. He asks the characters to ensure their group doesn't release any "liabilities".
- Dornal gives them a hand crossbow and six bolts poisoned with *slumber oil*. If any prisoners resist, a shot of poison will send them to sleep.

Slumber Oil (injury)

Any humanoid subjected to this poison must succeed on a DC 12 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.

Roleplaying Dornal Whitebeard

This grey-haired dwarf is the Lords' Alliance's lead contact in the Moonsea. Dornal was born into a wealthy Waterdhavian family, but spent much of his youth as an adventurer. Upon retirement, he cannily invested his riches into expanding the family business into the Moonsea. The reclamation of Phlan has compelled him to come out of retirement, and fight again for justice.

Quote: "This fight made me take up the hammer again, lad. Even if I have to squeeze into this gods' damned girdle."

Meeting Sahnd Krulek

Use the locations table for Sector B-B to generate a random meeting site. When the characters arrive, read the following aloud:

Alarms echo through the prison. Rounding a corner, you confront a group of prisoners dressed in dirty rags and wielding stolen weapons. They are malnourished, but desperate hope burns in their eyes. A bearded man stands at their head, bearing the tattoos of a Black Fist officer. He points his sword toward you.

"You took a wrong turn. Get out of our way, or get ready to die."

Sahnd is wary of the group, especially if they contain characters who aided his arrest. Even so, he's prepared to negotiate.

Negotiating with Sahnd Krulek

Handle this as a series of Charisma checks, or just act it out. Sahnd's plan is simple: free enough prisoners to force his way out of town. He has no desire to fight the dragon, but could be persuaded with appeals to his better nature. Sahnd is, at heart, a patriot of Phlan. If the characters win Sahnd over, he gives them the keys to a nearby cell block and sends them on their way.

If negotiations turn sour, Sahnd orders the characters to back off or face the consequences. If combat ensues, Sahnd retreats while his men attack. There should be three **thugs** for every character in the group.

Roleplaying Sahnd Krulek

Corrupt knights framed Sahnd for plotting against the Lord Regent, and he was sentenced to death. His compatriots sprung him from prison, and together they took to banditry to fund an uprising in Phlan. Their plans were foiled by adventurers during DDEX1-9 *Outlaws of the Iron Route*, and the Black Fist threw Sahnd back into the dungeons.

Quote: "In peacetime, we can debate right and wrong 'til the cows come home. In times of war, when men are desperate... those ethics of yours will get you killed."

Quest encounter

The cell block doesn't take long to find. When the characters arrive, read the following aloud.

Low-burning torches cast flickering light through the cellblock. A long hall extends between the cells, its floor covered with rotten hay. A living colossus carved from stone stands at the end of the hall, flanked by cultists.

Map B-2 shows the layout of this encounter. To win, at least one prisoner must escape the area.

The enemy tries to stop them, and kill any escapees. At the start of the encounter, place the following enemies throughout the area:

- One **stone golem** (in victory zone)
- Three **dragonfangs**
- Four **dragonwings**

The enemies aren't aware of the group, so the characters could use stealth or trickery to free the prisoners. If the group is spotted, the enemies attack.

General Features

Lighting: The cell block is well lit with torches.

Ceilings: Ceilings are 20 ft. high in the main chamber, 10 ft. high in corridors, and 10ft. high in cells.

Cells: The cell door locks can be picked with a successful DC 12 Dexterity (Thieves' Tools) check. The locks have AC 8, 12 hit points, and resistance to piercing damage. Each cell contains a prisoner (see below).

Stone Golem

One of the dragonfangs uses a magic amulet to control the stone golem. The golem has standing orders to attack anybody outside a cell wearing a prisoner's collar. When combat begins, the dragonfang uses the amulet to turn the golem against the characters.

Any character holding the amulet can command the golem as a bonus action. If they succeed on a DC 10 Charisma (Arcana) check, they can issue a simple order to the golem. A character observing the dragonfang in combat can see that the amulet controls the golem. If the group hijacks the golem, they can take it with them beyond this encounter (but cannot heal any damage it takes).

Prisoners

The prisoners count as **thugs**. If you desire, roll on the rolling table to add color to the prisoners:

Prisoner Traits

1d4	Physical Trait	Personality Trait
1	Maimed (no tongue, one eye, or peg-leg)	Mad (psychopath or split personality)
2	Gang affiliation (tattoo or missing finger)	Desperate to escape
3	Uncommon race (half-orc, tiefling or dragonborn)	Eager to release another prisoner
4	Particularly young or old (urchin or lifer)	Wary of rescuers

There's a 1 in 4 chance that the prisoner is a hardened criminal. This could be obvious (e.g. gang tattoos), or a character may need to succeed on a DC 12 Wisdom (Insight) check to discern it.

Adjusting the Encounter

This quest has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Party:** Remove the **dragonfangs**.
- **Weak Party:** Remove 1 **dragonfang**.

- **Strong Party:** Add 1 **dragonwing** for every 2 characters in the group.
- **Very Strong Party:** Add 2 **dragonfangs**, and then add 1 **dragonwing** for every 2 characters in the group.

Quest Rewards

- If the group frees all of the prisoners, they gain 8 victory points. For each prisoner that dies, they lose 1 victory point from this total.
- If the group prevents the criminals from escaping, any characters allied with the Lords' Alliance gain one point of renown with their faction. In addition, the group gains 1 victory point for each criminal poisoned, killed, or left imprisoned.

Magic Item Reward

In addition to the above rewards, the characters should earn one of the two items listed below. Only one of the items should be given for completing this quest.

- If this is the **first quest** the characters have completed, they are rewarded with a *Skyfist (Dwarven Thrower)*.
- OR
- If this is the **second quest** the characters have completed, they are rewarded with a *staff of power*.

Boon: Escaped Prisoner

If the group wins the bandit's loyalty, they earn the following boon:

Boon B-2A: Escaped Rebel

Achievement: We freed some prisoners from the dungeons of the Stojanow Gate.

Effect: When this boon is received, the group gains a thug henchman. One player controls the thug. The thug acts after the controlling player's turn.

Track: Lion.

Give the group **Boon B-2A: Escaped Rebel**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Lion** track.

Boon: Insider Knowledge

If the group prevents the criminals from escaping, they earn the following boon:

Boon B-2B: Payment in Kind

Achievement: We prevented hardened criminals from escaping the dungeons of the Stojanow Gate. In return, the Lords' Alliance has created a diversion outside town.

Effect: When used, this boon grants your group an additional short rest.

Track: Eagle.

Give the group **Boon B-2B: Payment in Kind**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Eagle** track.

Quest B-3: Demolish Guard Tower

The group must complete an encounter in Sector B-C: Inner Bailey to undertake this quest. When they're ready to begin, read the following aloud:

Fortified towers ring the inner bailey. As the battle rages, the towers spew a seemingly-endless stream of cultists into the fray. Scorpion crossbows mounted on the parapets rain death on all who come close.

Nearby, a group of adventurers is locked in combat with the dragon's Tears of Virulence. One of the enemies suddenly turns on his comrades, plunging a dagger into a nearby enemy's guts while simultaneously beheading another with a merciless swing of his blade. He snaps back his visor, and you recognize him as Chaab of the Zhentarim.

"That'll learn ya, you dumb freaks."

Chaab gives the group an alchemical bomb and tells them to detonate it inside one of the guard towers. Before he departs, he hands a *potion of invisibility* to any character who's worked with him before (see 'Roleplaying Chaab' below).

Faction assignment: Zhentarim

If any characters belong to the Zhentarim, Chaab pulls them aside for private talk. He reveals the following information:

- The Zhentarim has a number of spies within the Cult of the Dragon. Chaab believes one of them is stationed within the guard tower.
- Chaab asks his comrades to ensure the spy escapes the area without blowing her cover with any cultists. The characters can identify the spy by the missing finger on her left hand.

Roleplaying Chaab

Raised in poverty within Zhentil Keep, Chaab soon fell in with the Zhentarim. The organization became his family, and he

rose swiftly within its ranks. Chaab pities the poor, and has little patience for those born into privilege.

Chaab was first encountered in DDEX1-1 *Defiance in Phlan*, where the group rescued him from goblins. He reappeared in DDEX1-5 *The Courting of Fire*, where he asked his comrades to reconnoiter the Temple of the Scale.

Quote: "See, if you're one of us, you're family, an' family helps each other. No matter what."

Quest encounter

When the group approaches the guard tower, read:

You advance into the front line of combat. The guard tower is under attack from all sides, yet it still holds. Cultists fight desperately on its parapets, and smoke coils around its walls.

Map B-3 shows the layout of this encounter. To win, the group must detonate the bomb inside the victory zone (see below). The enemies try to stop them. The following enemies defend the tower:

- One archmage.
- Three dragonfangs.
- Six dragonclaws.

In combat, the dragonclaws use the scorpions to shoot at the characters from range. The dragonfangs protect the archmage.

General Features

Lighting: The interior of the tower is well lit by torches. The exterior is dimly lit. Creatures without low-light vision have disadvantage on Wisdom (Perception) checks that rely on sight.

Cover: Crates, barrels or wagons count as difficult terrain and grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

Chlorine gas: Any creature that enters or starts its turn in a space containing chlorine gas must succeed on a DC 15 Constitution saving throw or take 27 (5d10) poison damage.

Scorpions: Each scorpion has the following features:

Scorpion (poisoned bolts)

Medium object

Armor Class: 12

Hit Points: 35

Damage Immunities: poison, psychic

A scorpion is a large mounted crossbow. Before it can be fired, it must be loaded. It takes one action to load the scorpion, and one action to fire it. As such, two creatures working together can fire the scorpion every

round, where a single creature working alone can only fire it every other round.

Bolt: *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 11 (2d10) piercing damage, plus 7 (2d6) poison damage.

War Events

This quest takes place in the thick of the battle. At the end of each player's turn, roll on the following table to determine a war event. Do not roll if the character is inside a building.

War Events

1d20	Event
1	Incoming! A boulder hurled from an enemy catapult smashes into a random space on the battlefield, dealing 44 (8d10) bludgeoning damage to any creature present. On a successful DC 15 Dexterity saving throw, the creature takes half damage.
2	Caustic smoke! 1d3 clouds of caustic smoke drift onto the battlefield and linger in random positions. Each cloud fills a 10ft. cube and appears at ground level. Creatures that start their turn inside the smoke or move inside it must succeed on a DC 15 Constitution saving throw or take 24 (4d10) poison damage. The smoke blocks vision entirely and heavily obscures creatures inside it (creatures inside are blinded).
3	Explosion! An alchemical bomb explodes nearby. The character must succeed on a DC 10 Constitution saving throw or fall prone.
4	Drifting mist! A cloud of mist momentarily drifts across the battlefield. During the next creature's turn, all attacks are made with disadvantage.
5	Black arrows! Make 1d6 ranged attacks against the character: +4 to hit, <i>Hit:</i> 6 (1d8+2) piercing damage.
6	Voice of the dragon! One enemy in contact with a character can spend a free attack action against them.
7	Reinforcements! Add 1d6 enemy thugs to the reinforcement zone. The thugs act in the next round.
8	Sickening smoke! The character must succeed on a DC 12 Constitution saving throw or be poisoned for one minute. At the end of each of their turns, the character can reroll this saving throw. On a success, the character is no longer poisoned.
9	Allied attack! Make 1d6 ranged attacks against any enemies of your choice: +4 to hit, <i>Hit:</i> 6 (1d8+2) piercing damage.

Planting the Bomb

The bomb takes an action to place, and has a fuse that can be set for one, two or three rounds. When it explodes, all creatures within 30 ft. take 27 (5d10) fire damage. If the bomb explodes inside the victory zone, the guard tower collapses one round later. Any creatures inside the tower when it collapses take 54 (10d10) bludgeoning damage and are knocked prone and restrained under the rubble. Digging a creature out of the rubble takes 1d10 rounds.

Warning the Spy

If any characters belong to the Zhentarim, randomly determine one of the dragonclaws to be the spy. The spy fights as a normal enemy, but her attacks are made to subdue, not kill. A character within 30 feet of the spy can spot her missing finger with a DC 15 Wisdom (Perception) check. If the group helps the spy escape without blowing her cover, the group completes their Zhentarim goal.

Adjusting the Encounter

This quest has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Group:** Remove 1 **dragonfang** and 2 **dragonclaws**. The **archmage** has 6th level or higher spell slots.
- **Weak Group:** Remove 1 **dragonfang** and 2 **dragonclaws**.
- **Strong Group:** Add 1 **dragonfang** for every 2 characters in the group.
- **Very Strong Group:** Add 1 **dragonfang** for every character in the group.

Quest Rewards

- If the group destroys the guard tower, they gain **8 victory points**.
- If the group helps the spy escape, any **characters that are members of the Zhentarim gain one point of renown**.

Magic Item Reward

In addition to the above rewards, the characters should earn one of the two items listed below. Only one of the items should be given for completing this quest.

- If this is the **first quest** the characters have completed, they are rewarded with a *Skyfist (Dwarven Thrower)*.
- OR
- If this is the **second quest** the characters have completed, they are rewarded with a *staff of power*.

Boon: Brief Respite

If the group destroys the guard tower, they earn the following boon:

Boon B-3A: Brief Respite

Achievement: We demolished a guard tower in the Inner Bailey, granting you a brief respite from enemy reinforcements.

Effect: When used, this boon grants your group an additional short rest.

Track: Broadsword.

Give the group **Boon B-3A: Brief Respite**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Broadsword** track.

Boon: Spy in the Cult

If the group helps the spy escape unnoticed, they earn the following boon:

Boon B-3B: Spy in the Cult

Achievement: We helped a Zhentarim spy preserve her cover within the Cult of the Dragon.

Effect: When this boon is used, your group surprises the enemy in the next encounter. During the first round of combat, your characters gain advantage on all attacks.

Track: Lion

Give the group **Boon B-3B: Spy in the Cult**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Lion** track.

Quest B-4: Seed Dissent

To undertake this quest, the group must complete an encounter in Sector B-D: Maze of Ruins AND possess **Boon E1-B: List of Traitors**. When they're ready to begin, read the following aloud:

The maze of ruins surrounds you, smothering light and distorting sound into a cacophony of echoes. As you explore, a moonbeam lances from the canopy above. A song thrush flutters down the moonbeam, and shapeshifts into a tiny gnome. She wears twigs in her hair, and holds a gnarled wooden wand. When she speaks, it is a whisper on the wind.

"At last, I have found you. I bring news from Eagle."

This is Seranolla the Whisperer, one of the lead representatives of the Emerald Enclave. She reveals the following information:

- Group Eagle has uncovered a list of dissenters within the dragon's elite guard, the Tears of Virulence.

- The dissenters are Black Fist knights whose support for Vorgansharax is wavering. The alliance wants the group to ensure their defection.
- Seranolla warns the group that Vorgansharax is losing control of the magic thicket around Valjevo Castle. As the dragon's grip falters, the thicket lashes out against anything that comes near, including the dragon's minions.
- Seranolla directs the group a nearby guard barracks within the Maze of Ruins. Her spies report that most of the enemies manning the barracks are on the list.

Seranolla gives each character a magic berry. If they eat it in her presence, they benefit from the effect of a short rest. She then shapeshifts back into a song thrush and flies off to recruit another group.

Faction Assignment: Emerald Enclave

If any characters belong to the Emerald Enclave, Seranolla gives them another goal before she leaves:

- Seranolla wants a sample of the thicket's living essence. Properly decocted, it could create a potion that protects against the dragon's magic.
- She gives one of her allies a ritual scroll and an empty potion bottle. If the character reads the scroll aloud in the presence of a plant monster, its essence will be trapped inside the potion bottle.
- Seranolla warns that the ritual takes a short while to perform. It must be performed while the monster is alive and within close range (just "a few strides away").

Roleplaying Seranolla the Whisperer

Seranolla and her sisters Yavendel and Serinia are the chief representatives of the Emerald Enclave within the Moonsea. Seranolla binds her hair with twigs, and speaks in whispers. When anything disrupts the natural process of the world, she is decisive and relentless in its defense. Seranolla has featured in three Expeditions (DDEX1-3 *Shadows over the Moonsea*, DDEX1-12 *Raiders of the Twilight Marsh*, and DDEX3-3 *The Occupation of Szith Morcane*).

Quote: "Green dragons are a rot that feeds on nature. We must cut out the poison, so life can flourish anew."

Quest Encounter

When the group arrives at the guard tower, read:

The barracks building juts from the keep's wall, with a network of stairs and balconies connecting it to ground level. Barbed tendrils cling to its walls, seething as though alive.

As you approach, a group of enemy soldiers flees from the barracks. A thick tendril of vines rears up before them, and then smashes down into the stonework. The impact scatters the soldiers like skittles. As the survivors cling to the rubble, living mounds of foliage detach from the thicket and shamble towards them.

Map B-4 shows the layout of this encounter. To win, the group must persuade at least one knight to defect, and then help them escape the area.

Place the following enemies in the positions shown on the map:

- One **dragonsoul** (D)
- Six **knights** (K)
- Five **shambling mounds** (S)

The knights are in perilous situations and cannot take actions until rescued (see *Rescuing the Knights*, below). The dragonsoul attempts to rescue them. On their turns, the shambling mounds attack the nearest creatures.

General Features

Lighting: This area is dimly lit. Creatures without low-light vision have disadvantage on Wisdom (Perception) checks that rely on sight.

Rubble: Rubble counts as difficult terrain that grants half cover to any creature hiding behind it (+2 AC and Dexterity saving throws).

Weak floors: If a creature enters or starts its turn on a space containing weak floors, roll a d20. On a 9 or less, the floor collapses and the creature falls prone in the space beneath. The creature takes 1d6 bludgeoning damage for every 10 feet fallen, plus 22 (4d10) bludgeoning damage from tumbling rocks.

Rescuing the Knights

Each knight is in a perilous situation: hanging from a ledge, pinned under rubble, or stranded on a broken section of the bridge. The knights cannot take actions until rescued. To rescue a knight, a creature must move adjacent and succeed on a DC 12 Strength (Athletics) check.

If the dragonsoul rescues a knight, that knight remains loyal to the Cult of the Dragon until the end of the encounter. If a character rescues a knight, that character can persuade the knight to defect on a successful DC 15 Charisma (Persuasion or Intimidation) check. If another knight has already defected, the character gains advantage on this roll. On a success, the player takes control of the knight. On a failure, the knight tries to flee the area.

At the end of the encounter, any knights left alive defect to the alliance. The alliance chiefs then reassign them to another group in need.

Enraged thicket

Each round on an initiative count of 20, a giant tendril of vegetation lashes out at a randomly selected 5-foot by 5-foot space on the battlefield. Any creature present in the space takes 44 (8d10) bludgeoning damage (half damage on a successful DC 15 Dexterity saving throw). If the space contains raised stonework, it collapses as if it were a weak floor (see General Features, above). For the remainder of the encounter, treat all spaces of raised stonework within 5 feet of the collapse as a weak floor.

Essence of Shambling Mound

Seranolla's scroll takes a bonus action to read aloud. To perform each step of the ritual correctly, the character must succeed on a DC 10 Wisdom (Nature) check. If the character succeeds on three consecutive checks, one shambling mound within 20 feet is destroyed, and its essence transferred to the empty potion bottle. This completes the faction assignment for the Emerald Enclave.

Adjusting the Encounter

This quest has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Group:** Replace the **dragonsoul** with a **dragonwing**, and remove 1 **shambling mound**.
- **Weak Group:** Remove 1 **shambling mound**.
- **Strong Group:** Add 1 **shambling mound** for every 2 characters in the group.
- **Very Strong Group:** Add 1 **dragonsoul**, and then add 1 **shambling mound** for every 2 characters in the group.

Quest Rewards

- If all of the knights defect, the group gains **12 victory points**. For each knight that dies, reduce this total by three.
- If a group captures the essence of a shambling mound, any **characters that are members of the Emerald Enclave** gain **one point of renown**.

Magic Item Reward

In addition to the above rewards, the characters should earn one of the two items listed below. Only one of the items should be given for completing this quest.

- If this is the **first quest** the characters have completed, they are rewarded with a *Skyfist (Dwarven Thrower)*.

OR

- If this is the **second quest** the characters have completed, they are rewarded with a *staff of power*.

Boon: Defected Tear of Virulence

If at least one defected knight escapes, the group earns the following boon:

Boon B-4A: Defected Knight

Achievement: Vital information from Group Eagle allowed us to negotiate the defection of some high-ranking Tears of Virulence.

Effect: When this boon is received, the group gains one knight henchman for every two characters in the group. The players control the knights. Each knight rides a griffon, and acts after its controlling player's turn.

Track: Eagle

Give the group **Boon B-4A: Defected Knight**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Eagle** track.

Boon: Thornward Potion

If the group captures the essence of a shambling mound, they earn the following boon:

Boon B-4B: Thornward Potion

Achievement: We used a druidic ritual to capture the essence of a shambling mound. The Emerald Enclave decocted this into a potion that wards against the dragon's magic.

Effect: When this boon is used, the dragon cannot use its lair actions against your group for the duration of the encounter.

Track: Broadsword

Give the group **Boon B-4B: Thornward Potion**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Broadsword** track.

Quest B-5: Ransack the Dragon's Hoard

The group must complete an encounter in Sector B-E: Cinnabar Throne to undertake this quest.

When they're ready to begin, read the following aloud:

Amid the chaos, one figure stands resolute. Zern Xerkstil, the Hammer of Impiltur, paves an unstoppable trail through your enemies. When they fall back, he strides towards your group. He takes a slug from his hipflask and then tosses it to you.

"The Order of the Gauntlet has need of your services. Now."

Zern reveals the following information:

- The dragon's hoard resides in the old Pool of Radiance, deep below the castle.
- Long ago, Tyranthraxus used this pool to possess the bronze dragon Srossar. When Srossar fell, Tyranthraxus disenchanting the pool as he escaped through it.
- Vorgansharax has ordered its cultists to relocate the hoard to safer ground. The alliance cannot allow this: especially as Commander Greycastle has earmarked these riches for the rebuilding of Phlan.
- Zern would like the group to intercede, and gather as much treasure as possible before the enemy empties the hoard.

Zern heals any character who's worked with him before to full health (see 'Roleplaying Zern Xerkstil' below). He then casts *cure wounds* on the remaining characters (healing 3d8 + 4 hit points to each character). Zern then moves off to supervise another group.

Faction Assignment: Order of the Gauntlet

If any characters belong to the Order of the Gauntlet, Zern gives them an additional goal before he leaves:

- The dragon's hoard contains reliquaries and ritual artifacts stolen from temples across the Sword Coast. Some of these have been missing for generations.
- Zern asks his comrades to retrieve any holy artifacts as a matter of priority.

Roleplaying Zern Xerkstil

Zern is a half-orc paladin of Helm, also dubbed the Hammer of Impiltur. Famed for his fanaticism, Zern is the Order of the Gauntlet's chief representative in the Moonsea. He has no time for pleasantries, and prides strength above all virtues.

Zern has appeared as the Order's representative in a number of Expeditions (DDEX1-3 *Shadows over the Moonsea*, DDEX1-10 *Tyranny in Phlan*, DDEX1-12 *Raiders of the Twilight Marsh*, DDEX2-6 *Breath of the Yellow Rose*, DDEX2-9 *Eye of the Tempest*, and DDEX3-3 *The Occupation of Szith Morcane*). Even if the characters haven't met him, they're sure to know of him.

Quote: "We watch everyone who might fall to corruption and vice. When they do, the gauntlet is ready to mete justice."

Entering the Hoard

The Pool of Radiance lies deep beneath the castle. To locate it, the group must succeed on three group DC 12 Wisdom (Perception) checks. To resolve a group check, each character in the group makes the check simultaneously. If at least half of the group succeeds, the group check counts as a success. For every group

failure, add one **dragonwing** to the following encounter. After three failures, the group arrives at the pool.

Quest Encounter

When the group arrives at the pool, read the following aloud:

A pool of still water dominates this vast stone cavern. Untold riches surround the pool: treasure chests brimming with gold and silver, heaps of loose coins, golden goblets, and a kaleidoscope of precious stones.

Dozens of cultists toil desperately to relocate the riches. A floating orb of rotten flesh marshals them, its dead gaze peering from a dozen undead eyestalks.

"Leave no coin unaccounted. The Flamed One demands all."

Map B-5 shows the layout of this encounter. To win, the group must steal at least one treasure chest. The following enemies stand in their way:

- One **beholder death tyrant**
- One **dragonfang**
- Eight **dragonwings**

The enemies aren't immediately aware of the group's presence, so the players could use stealth or deception to approach them.

Treasure chests

There are ten treasure chests in this section, placed in random positions throughout the area. The treasure chests are incredibly heavy. To pick one up, a creature must use their action and succeed on a DC 10 Strength check. Carrying a chest requires both hands, and the creature moves at half speed. If the creature takes damage while carrying a chest, it must succeed on a Strength saving throw or drop the chest. The DC of this check is equal to 4 + the damage received.

If a character moves a chest into the deployment zone, allied soldiers carry it away. If an enemy moves a chest into the reinforcement zone, the cultists smuggle it into the catacombs.

Holy Artifacts

If any characters belong to the Order of the Gauntlet, one of the treasure chests contains the holy artifacts. Place this chest in the victory zone. Any character that approaches within 20 feet of the chest can tell that it contains holy artifacts.

General Features

Lighting: This area is well lit with torches.

Pits: The pits plunge 2d6 x 10 feet into deeper catacombs. A creature falling into a pit takes 1d6 bludgeoning damage for every 10 feet fallen. The creature lands prone, unless it avoids taking damage from the fall.

Rubble: Rubble counts as difficult terrain that grants half cover to any creature hiding behind it (+2 AC and Dexterity saving throws).

Water: Any living creature that involuntarily enters the water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion. A living creature that starts its turn in the water takes 2 (1d4) cold damage.

Adjusting the Encounter

This quest has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Group:** Remove the **dragonfang** and 4 **dragonwings**.
- **Weak Group:** Remove 4 **dragonwings**.
- **Strong Group:** Add 1 **dragonwing** for every character in the group.
- **Very Strong Group:** Add 1 **dragonwing** for every character in the group. At the end of each round, 1d3 **dragonclaws** enter from the reinforcement zone.

Quest Rewards

- If the group rescues all of the chests, they **gain 10 victory points**. For each chest that the enemy captures, reduce this total by one.
- If the group rescues the chest of holy artifacts, any **characters that are members of the Lords' Alliance** gain **one point of renown**.

Magic Item Reward

In addition to the above rewards, the characters should earn one of the two items listed below. Only one of the items should be given for completing this quest.

- If this is the **first quest** the characters have completed, they are rewarded with a *Skyfist (Dwarven Thrower)*.

OR

- If this is the **second quest** the characters have completed, they are rewarded with a *staff of power*.

Boon: Enrage the Dragon

If the group steals at least one treasure chest, they earn the following boon:

Boon B-5A: Enrage the Dragon

Achievement: We stole valuable treasures from the dragon's hoard! This has enraged Vorgansharax.

Effect: When used, Vorgansharax ceases any attacks on your table and flies off to check its hoard.

Track: Broadsword

Give the group **Boon B-5A: Enrage the Dragon**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Broadsword** track.

Boon: Divine Blessing

If the group rescues the holy artifacts, they earn the following boon:

Boon E-5B: Divine Blessing

Achievement: We recovered stolen holy artifacts from the dragon's hoard. In return, the gods offer us their blessing.

Effect: When this boon is used, any divine spellcasters in the group regain their expended spell slots.

Track: Broadsword

Give the group **Boon E-5B: Divine Blessing**. Ask the Group Leader to hand the certificate to HQ, or give it to another table on the **Broadsword** track.

Track 3 (Broadsword): Villain

Vorgansharax, the Maimed Virulence

Possessed by Tyranthraxus, the green dragon Vorgansharax rains hellfire and poison on those who defy it. The track commander moves the Vorgansharax between tables, ambushing each group for one round of combat. The commander exploits the war map to target groups in the dragon's vicinity.

1. Vorgansharax Rises

Vorgansharax enters the game when a group completes the 'Trap Tyranthraxus' victory mission, or the final hour of play begins. When Vorgansharax rises, the administrators will:

- Place the dragon banner on the war map in Sector B-E: Cinnabar Throne.
- Raise the green flag at HQ
- Read the following announcement:

A bellowing roar echoes across town! From the heights of Valjevo Castle, the green dragon Vorgansharax casts its shadow across Phlan! The Maimed Virulence is on the prowl!"

2. Moving Vorgansharax

The commander uses the war map to target a group in the same sector as Vorgansharax (or the nearest group if no other groups are present). The administrators move the dragon's banner adjacent to the targeted group's banner, and the commander seeks out the table.

Arriving at the Table

When Vorgansharax arrives at your table, read the following aloud:

The green dragon Vorgansharax lands before you! It flexes its tattered wings, and poison bubbles from its maw. Its lips curl into a smirk, and green flames dance over its body.

"Fool adventurers. You think you could face Tyranthraxus and win? Allow me to clarify your error."

Resolve a single round of combat against the dragon (see "Fighting Vorgansharax", below).

Roleplaying Vorgansharax

Vorgansharax is tremendously smug, with an ego larger and deeper than the Moonsea, and its speech reflects this; each

word drips with sarcasm and contempt. The dragon is unaware that Tyranthraxus possesses it, yet it flips back and forth between its own personality, and that of the Flamed One. As both are egotistical maniacs, this hasn't created much suspicion in the dragon's ranks.

Quotes: "Should I turn your bones into a toothpick? Oh, I know! Perhaps I'll use your spine as a back scratcher."

Moving On

When one round of combat is complete, Vorgansharax moves on to target another group. Vorgansharax must attack all groups in its sector at least once before moving to a new sector. To attack a group a second time, it must attack every other group present in the same sector.

Administrator Assistance

In large events, an assistant can target groups for the commander ahead of time, and relay the table numbers in person or via instant message.

3. Fighting Vorgansharax

The battle against Vorgansharax uses the following steps as it moves to and from different tables.

Step A. Determine Initiative

Combat against Vorgansharax occurs outside the normal initiative order:

- Vorgansharax is slow, so the group always goes first. Each character takes a free turn. The players can take their turns in any order.
- Keep track of how much damage each character deals to the dragon.
- At the end of each character's turn, Vorgansharax can choose to expend one of its three legendary actions.
- Any monsters present when Vorgansharax arrives do not participate in the battle.

Step B. Vorgansharax Attacks

On its turn, Vorgansharax takes the following actions:

- If the group deals a combined total of less than 25 damage per conscious character to the dragon, it unleashes its *breath weapon* against the group.
- If the group deals a combined total equal to or greater than 25 damage per conscious character to the dragon, it uses its *multiattack* instead; attacking different targets with each attack.

Step C. Hit points

Vorgansharax has hit points equal to 80 multiplied by the number of tables participating in Track 3

(minimum 400 hit points). For example, if five tables participate, Vorgansharax has 400 hit points.

Step D. Leaving the Table

When everyone has acted, Vorgansharax flies away to attack another table. Players who have participated in previous multi-table dragon may decide to leap onto the dragon's back and follow it. If so, they are in for a surprise! If a character jumps onto the dragon's back, the spirit of Tyranthraxus possesses them! The player must follow the commander to the next table, where their character attacks the group alongside Vorgansharax! After Vorgansharax has taken its turn, the player takes their turn. Only a *Remove Curse* spell dispels the possession.

My Master, Tyranthraxus...

The *Sword Coast Adventurer's Guide* introduced Tyranthraxus as a warlock patron. If Vorgansharax arrives at a table that contains a warlock with this patron, the warlock is instantly possessed and leaps onto the dragon's back! At the end of the event, any warlock characters that have pacts with Tyranthraxus retain them: indicating that its spirit still lives.

Step F. Defeating Vorgansharax

If Vorgansharax drops to 0 hit points, it dies. The group earns five victory points, and gains the use of another short rest. When Vorgansharax dies, the Epic Staff read the following announcement to the assembly:

Its death cry echoes for miles. Vorgansharax, the Maimed Virulence, Tyrant of the Cinnabar Throne, has fallen in battle! In time, word reaches you that the dragon was slain by (group name). Broadsword is winning the fight!

But what of Tyranthraxus? Did its spirit escape?

Somewhere, deep in Valhingen graveyard, a maimed corpse opens its eyes....

Interactive Event: Vorgansharax Dies!

If Vorgansharax falls, the administrators add **1 victory point** to the victory pool for every group participating in this track. They also lower the green flag at headquarters.

Conclusion

The event ends after at least four hours of play. At the allotted time, the administrators will announce whether the event was a success or a failure. Try to

wrap things up at least ten minutes before the end of the event, so the players have time to fill out their log sheets.

Victory Conditions

To win the track, Group Broadsword's victory pool must equal or exceed the following threshold:

- 20 victory points multiplied by the number of tables participating on Track 3.

For example, if five groups participate on Track 3, they must earn at least 100 victory points between them.

If Broadsword wins, the Cult of the Dragon is robbed of its leader. Even if it holds Phlan, the cultists will tear themselves apart through infighting and petty power struggles.

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP per Foe
Archmage	8,400
Awakened Tree	450
Bearded Devil	700
Chain Devil	3,900
Death Tyrant	11,500
Dragonclaw	200
Dragonfang	1,800
Dragonsoul	2,900
Dragonwing	450
Gladiator	1,800
Green Hag	700
Half-green Dragon Assassin	3,900
Horned Devil	7,200
Hydra	3,900
Knight	700
Mage	2,300
Maimed Tear	5,000
Needle Blight	50
Scout	100
Shambling Mound	1,800
Stone Golem	5,900
Thug	100
Vampire Spawn	1,800
Veteran	700
Wight	700
Young Green Dragon	3,900

Non-Combat Awards

Task or Accomplishment	XP per character
Deceive the cultists (B-B)	500
Disable the traps (B-C)	500
Find the ancient scroll (B-1)	1,000
Negotiate with Sahnd Krulek (B-2)	750
Help the spy escape (B-3)	750

The **minimum** total award for each character participating in this adventure is **7,875 experience points**.

The **maximum** total award for each character participating in this adventure is **13,125 experience points**.

Treasure

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

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

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

Treasure Awards

Item Name	GP value
Sector Encounter (Medium)	60gp per character
Sector Encounter (Hard)	120gp per character
Sector Encounter (Deadly)	180gp per character
Quest	600gp per character

Skyfist (Dwarven Throwing)

Weapon (warhammer), very rare (requires attunement by a dwarf)

The striking surface of this hammer has been forged into the shape of a gauntleted fist. The haft is a rod of heavy, black adamantine and wrapped in what appears to be spongy, green leather. Affixed to an iron ring on the pommel is a strip of tattered (though indestructible), blood-stained parchment inscribed with a dwarven battle canticle. When used in battle the hammer reads the canticle aloud in a deep, resonating voice audible to anyone within 30 feet of the weapon. A description of this item can be found in the *Dungeon Master's Guide*.

Staff of Power

Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)

This staff is carved from a single piece of an unusual, purple wood and topped with a clenched, mithral claw. The claw clutches a green dragon scale the size of a small plate engraved with the elven word for "Oblivion". The rune glows with a pale, green light and emits wisps of choking, caustic mist. Whoever is attuned the staff is able to speak, read, and write Draconic. A description of this item can be found in 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 log sheet contains a column to record permanent magic items for ease of reference.

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

Renown

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

Emerald Enclave members earn one renown point for capturing the essence of a shambling mound (Quest B-4).

Zhentarim members earn one renown point for helping the spy escape (Quest B-3).

Harpers members earn one renown point for finding Ren o' the Blade's scrolls (Quest B-1).

Lords Alliance members earn one renown point for preventing the hardened criminals from escaping (Quest B-2).

Order of the Gauntlet members earn one renown point for recovering the holy artifacts (Quest B-5).

Story Awards

The characters have the opportunity to earn the following story awards during play.

Touched by the Mists: The Dark Powers of Ravenloft raised you from the dead for purposes unknown. The experience has placed a heavy burden on your soul, leaving you tainted by evil. Now cats hiss as you approach, and milk sours in your wake.

Hero of the Welcomers: Working alongside the Welcomers – Phlan's thieves-turned-freedom fighters – you rid the town of its evil dragon overlord. The Welcomers are forever in your debt. Inside Phlan, you enjoy a Comfortable lifestyle without any expense.

Downtime

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

DM Rewards

You receive 600 XP, 300 gp and ten downtime days for running this session.

NPC Statistics

Archmage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): fire bolt, light, mage hand, prestidigitation, shocking grasp

1st level (4 slots): detect magic, identify, mage armor, * magic missile

2nd level (3 slots): detect thoughts, mirror image, misty step

3rd level (3 slots): counterspell, fly, lightning bolt

4th level (3 slots): banishment, fire shield, stoneskin*

5th level (3 slots): cone of cold, scrying, wall of force

6th level (1 slot): globe of invulnerability

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Awakened Tree

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages one language known by its creator

Challenge 2 (450 XP)

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

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Bearded Devil

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

Actions

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Chain Devil

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

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

Saving Throws Con +7, Wis +4, Cha +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Actions

Multiattack. The devil makes two attacks with its chains.

Chain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already

grappling a creature. Until the grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its unanimated state if reduced to 0 hit points or if the devil is incapacitated or dies.

Reactions

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creatures departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

Death Tyrant

Large undead, lawful evil

Armor Class 19 (natural armor)

Hit Points 187 (25d10 + 50)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	19 (+4)	15 (+2)	19 (+4)

Saving Throws Str +5, Con +7, Int +9, Wis +7, Cha +9

Skills Perception +12

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, prone

Senses darkvision 120 ft., passive Perception 22

Languages Deep Speech, Undercommon

Challenge 14 (11,500 XP)

Negative Energy Cone. The death tyrant's central eye emits an invisible, magical 150-foot cone of negative energy. At the start of each of its turns, the tyrant decides which way the cone faces and whether the cone is active.

Any creature in that area can't regain hit points. Any humanoid that dies there becomes a zombie under the

tyrant's command. The dead humanoid retains its place in the initiative order and animates at the start of its next turn, provided that its body hasn't been completely destroyed.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Rays. The death tyrant shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Charm Ray.** The targeted creature must succeed on a DC 17 Wisdom saving throw or be charmed by the tyrant for 1 hour, or until the beholder harms the creature.
2. **Paralyzing Ray.** The targeted creature must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Fear Ray.** The targeted creature must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. **Slowing Ray.** The targeted creature must succeed on a DC 17 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5. **Enervation Ray.** The targeted creature must make a DC 17 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
6. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 17 Strength saving throw or the tyrant moves it up to 30 feet in any direction. The target is restrained by the ray's telekinetic grip until the start of the tyrant's next turn or until the tyrant is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The tyrant can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.
7. **Sleep Ray.** The targeted creature must succeed on a DC 17 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs or undead.

8. **Petrification Ray.** The targeted creature must make a DC 17 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

9. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 17 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. **Death Ray.** The targeted creature must succeed on a DC 17 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Legendary Actions

The death tyrant can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The tyrant regains spent legendary actions at the start of its turn.

Eye Ray. The death tyrant uses one random eye ray.

Dragonclaw

Medium humanoid (human), neutral evil

Armor Class 14 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Wis +2

Skills Deception +3, Stealth +5

Senses passive Perception 10

Languages Common, Draconic

Challenge 1 (200 XP)

Dragon Fanatic. The dragonclaw has advantage on saving throws against being charmed or frightened. While the dragonclaw can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonclaw ignores the effects of being charmed or frightened.

Fanatic Advantage. Once per turn, if the dragonclaw makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 7 (2d6) damage.

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

Actions

Multiattack. The dragonclaw attacks twice with its scimitar.

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

Dragonfang

Medium humanoid (human), neutral evil

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Wis +3

Skills Deception +4, Stealth +5

Damage Resistances one of the following: acid, cold, fire, lightning, or poison

Senses passive Perception 11

Languages Common, Draconic, Infernal

Challenge 5 (1,800 XP)

Dragon Fanatic. The dragonfang has advantage on saving throws against being charmed or frightened. While the dragonfang can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonfang ignores the effect of being charmed or frightened.

Fanatic Advantage. Once per turn, if the dragonfang makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 10 (3d6) damage.

Limited Flight. The dragonfang can use a bonus action to gain a flying speed of 30 feet until the end of its turn.

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

Actions

Multiattack. The dragonfang attacks twice with its shortsword.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6)

damage of the type to which the dragonfang has damage resistance.

Orb of Dragon's Breath (2/Day). *Ranged Spell Attack:* +5 to hit, range 90 ft., one target. *Hit:* 22 (5d8) damage of the type to which the dragonfang has damage resistance.

Dragonsoul

Medium humanoid (human), neutral evil

Armor Class 16 (studded leather)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Wis +4

Skills Deception +6, Stealth +7

Damage Resistances one of the following: acid, cold, fire, lightning, or poison

Senses passive Perception 11

Languages Common, Draconic, Infernal

Challenge 7 (2,900 XP)

Dragon Fanatic. The dragonsoul has advantage on saving throws against being charmed or frightened. While the dragonsoul can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonsoul ignores the effect of being charmed or frightened.

Fanatic Advantage. Once per turn, if the dragonsoul makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 10 (3d6) damage.

Limited Flight. The dragonsoul can use a bonus action to gain a flying speed of 30 feet until the end of its turn.

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

Actions

Multiattack. The dragonsoul attacks twice with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) damage of the type to which the dragonsoul has damage resistance.

Orb of Dragon's Breath (3/Day). *Ranged Spell Attack:* +7 to hit, range 90 ft., one target. *Hit:* 27 (6d8) damage of the type to which the dragonsoul has damage resistance.

Dragonwing

Medium humanoid (human), neutral evil

Armor Class 14 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Saving Throws Wis +2

Skills Deception +3, Stealth +5

Damage Resistances one of the following: acid, cold, fire, lightning, or poison

Senses passive Perception 10

Languages Common, Draconic

Challenge 2 (450 XP)

Dragon Fanatic. The dragonwing has advantage on saving throws against being charmed or frightened. While the dragonwing can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonwing ignores the effects of being charmed or frightened.

Fanatical Advantage. Once per turn, if the dragonwing makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 7 (2d6) damage.

Limited Flight. The dragonwing can use a bonus action to gain a flying speed of 30 feet until the end of its turn.

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

Actions

Multiattack. The dragonwing attacks twice with its scimitar.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) damage of the type to which the cultist has damage resistance.

Gladiator

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

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

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Green Hag

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

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

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

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

At will: dancing lights, minor illusion, vicious mockery

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

Actions

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

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

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

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

Half-Green Dragon Assassin

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Thieves' cant plus any two languages, Draconic

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against a creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/turn). The assassin deals an extra 13 (4d6) 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 assassin that isn't incapacitated and the assassin doesn't have advantage on the roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throws, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 57(1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throws, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Poison Breath (Recharge 5-6). The veteran exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Horned Devil

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 55)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Str +10, Dex +7, Wis +7, Cha +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Infernal, telepathy 120 ft.

Challenge 11 (7,200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Actions

Multiattack. The devil makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

Fork. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 150 ft., one target. *Hit:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Hydra

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken

fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Knight

Medium humanoid (human), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

Actions

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11
Languages any four languages
Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

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

3rd level (3 slots): *counterspell, fireball, fly*

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

5th level (1 slot): *cone of cold*

Actions

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

Maimed Tear

Medium humanoid (elf), neutral evil

Armor Class 17

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	15 (+2)	16 (+3)	13 (+1)	18 (+4)

Saving Throws Constitution +6, Wisdom +5

Skills Arcana +7, Perception +5

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic, Elvish, Infernal

Challenge 9 (5,000 XP)

Draconic Majesty. The maimed tear adds its Charisma bonus to its AC (included).

Fey Ancestry. Magic can't put the maimed tear to sleep.

Actions

Multiattack. The maimed tear makes two attacks, either with its shortsword or Eldritch Arrow.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 13 (3d8) poison damage.

Eldritch Arrow. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 11 (2d10) force damage plus 9 (2d8) poison damage.

Poisonous Cloud (2/Day). Poison gas fills a 20-foot-radius sphere centered on a point the maimed tear can see within 50 feet of it. The gas spreads around corners and remains until the start of the maimed tear's next turn. Each creature that starts its turn in the sphere must succeed on a DC 16 Constitution saving throw or be poisoned 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.

Needle Blight

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	4 (-3)	8 (-1)	3 (-4)

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

Actions

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

Needles. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 8 (2d6 + 1) piercing 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, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Shambling Mound

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

Stone Golem

Large construct, unaligned

Armor Class 17 (natural armour)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the language of its creator but can't speak

Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success.

Thug

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Vampire Spawn

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

- **Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants.
- **Harmed by Running Water.** The vampire takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
- **Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

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

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Vorgansharax, the Maimed Virulence

Gargantuan dragon, lawful evil

Armor Class 21 (natural armor)

Hit Points Special (See Track Villain section)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR 12 (+8) DEX 12 (+1) CON 25 (+7) INT 20 (+5) WIS 17 (+3) CHA 19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +11, Insight +10, Perception +17, Persuasion +17, Stealth +8

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge NA (Track Villain)

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.
- **Flames of Tyranthraxus (Costs 2 actions)** The dragon is wreathed in green flame. Each creature within 15 feet of the dragon must make a DC 23 Dexterity saving throw, taking 38 (11d6) fire damage on a failed save, or half as much damage on a successful one.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Grasping roots and vines erupt in a 20-foot radius centered on a point on the ground that the dragon can see within 120 feet of it. The area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be restrained by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The roots and vines wilt away when the dragon uses this lair action again or when the dragon dies.
- A wall of tangled brush bristling with thorns springs into existence on a solid surface within 120 feet of the dragon. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must make a DC 15 Dexterity saving throw. A creature that fails the save takes 18 (4d8) piercing damage and is pushed 5 feet out of the wall's space, appearing on whatever side of the wall it wants. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature travels through the wall, it must spend 4 feet of movement. Furthermore, a creature in the wall's space must make a DC 15 Dexterity saving throw once each round it's in contact with the wall, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one. Each 10-foot section of wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall sinks back into the ground when the dragon uses this lair action again or when the dragon dies.

- Magical fog billows around one creature the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.

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.

Young Green Dragon

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

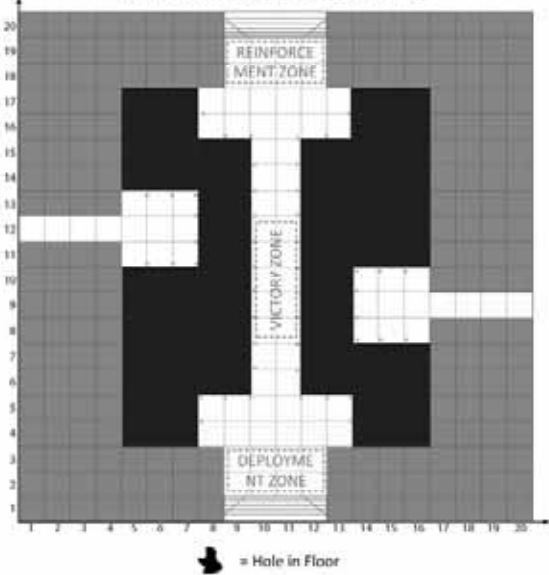
Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

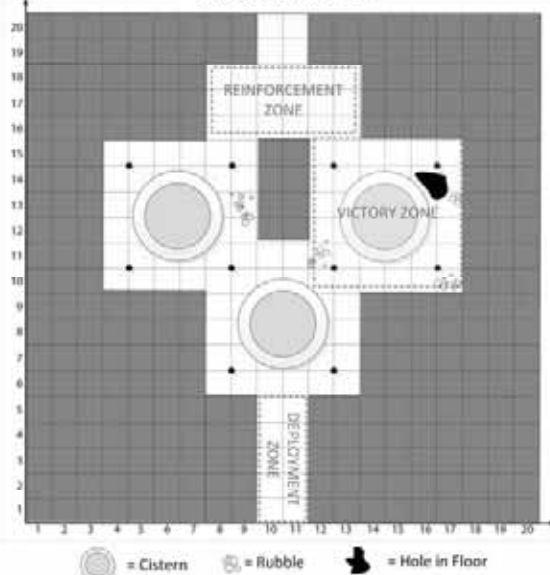
Map B-A: Castle Dungeons

MAP B-A: CASTLE DUNGEONS

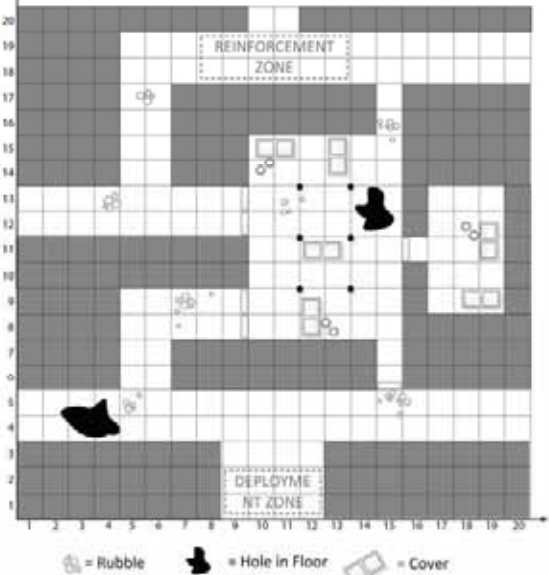
1: CATACOMB BRIDGE



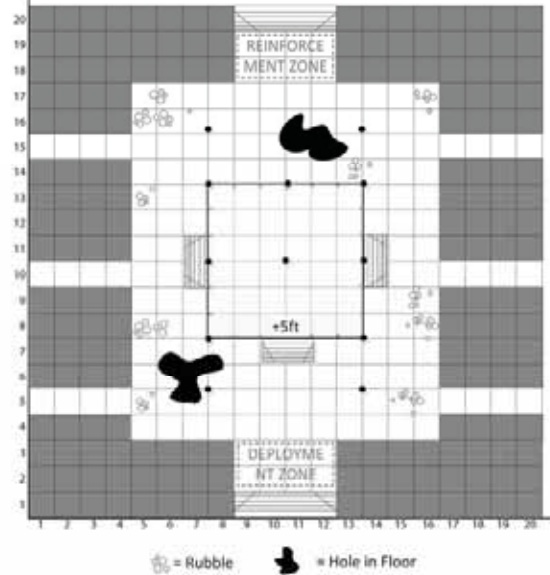
2: CISTERNS



3: CATACOMB TUNNELS



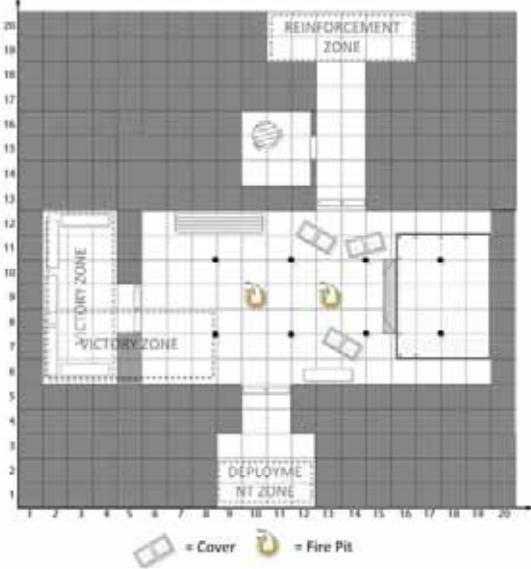
4: COLLAPSED HALL



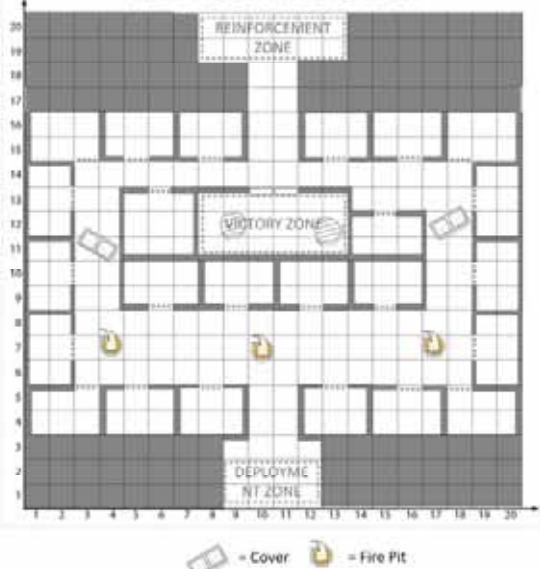
Map B-B: Stojanow Gate

MAP B-B: STOJANOW GATE

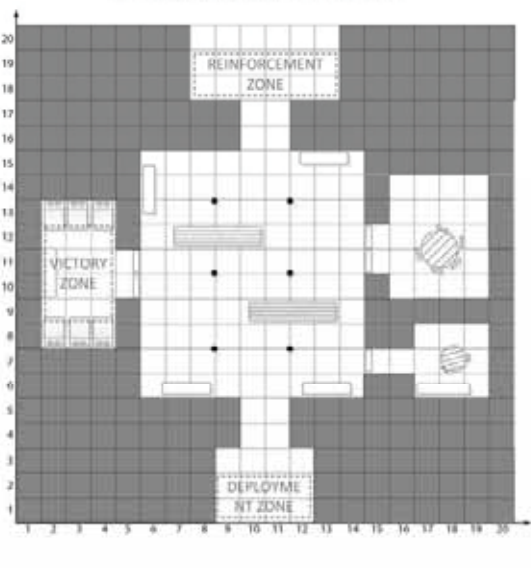
1: TRAINING HALL



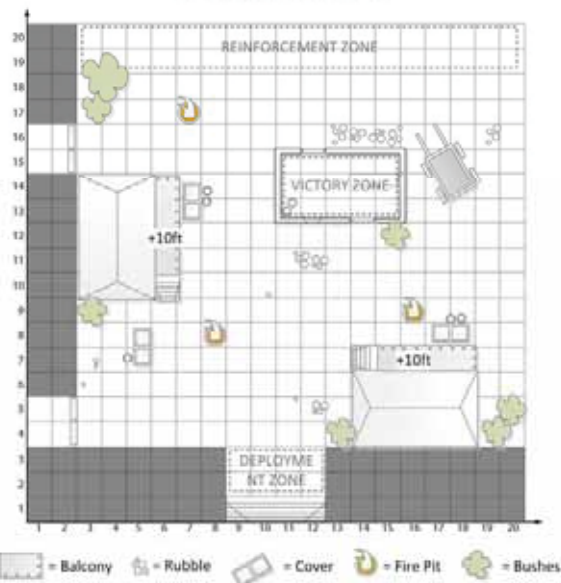
2: PRISONER LOCK-UP



3: COMMAND ROOMS



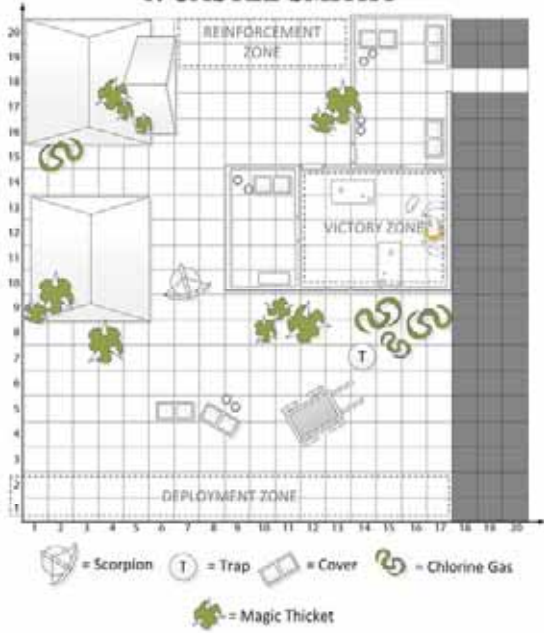
4: COURTYARD



Map B-C: Outer Bailey

MAP B-C: INNER BAILEY

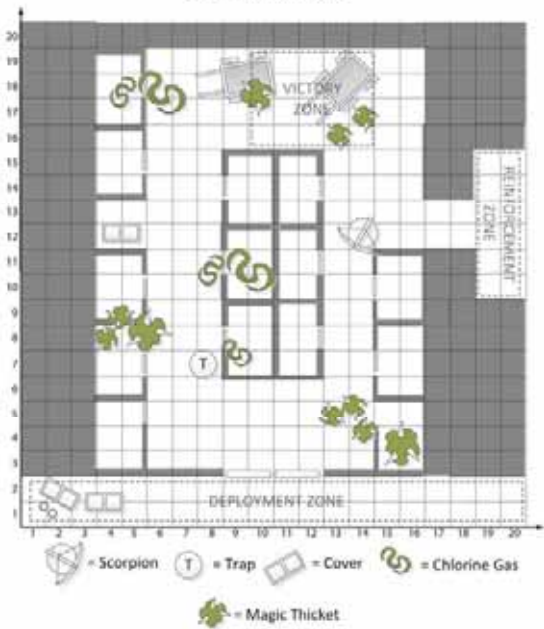
1: CASTLE SMITHY



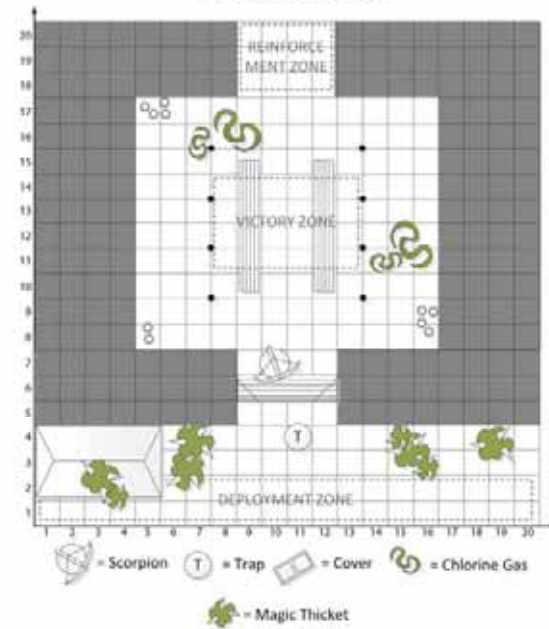
2: EXECUTION PLATFORM



3: STABLES



4: MESS HALL



Map B-D: Maze of Ruins

MAP B-D: MAZE OF RUINS

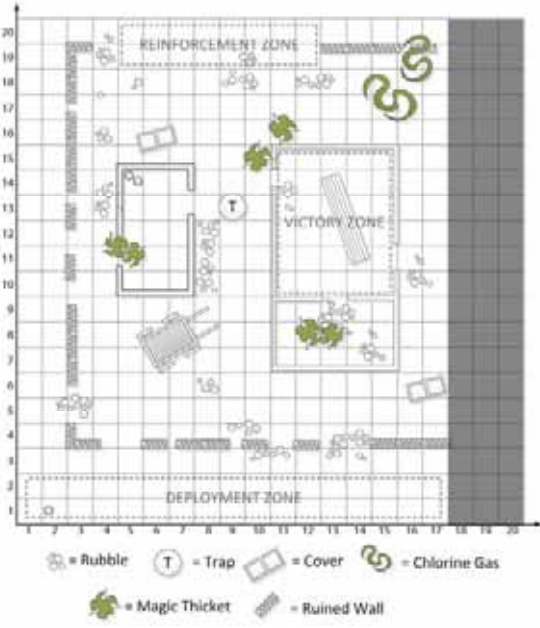
1: POISONED WELL



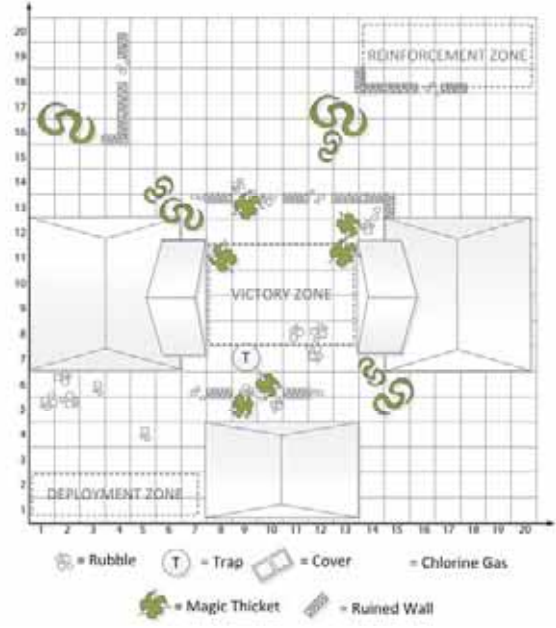
2: OVERGROWN COACH HOUSE



3: RUINED CHAPEL



4: DEPTHS OF THE THICKET

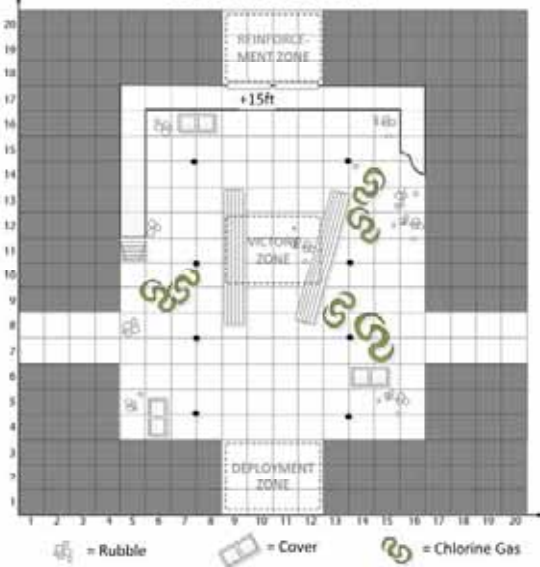


Not for resale. Permission granted to print or photocopy this document for personal use only.
 DDEP4: Reclamation of Phlan

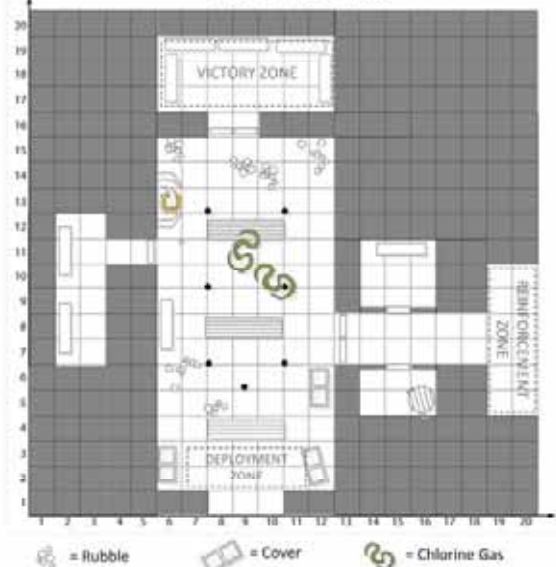
Map B-E: Cinnabar Throne

MAP B-E: CINNABAR THRONE

1: GREAT HALL



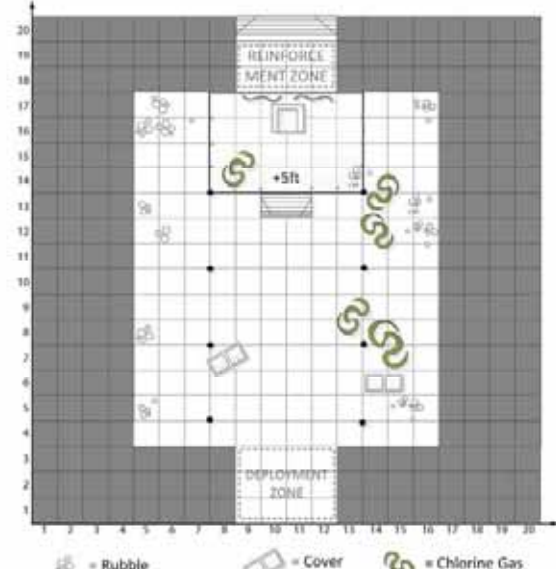
2: KITCHENS



3: SOLAR



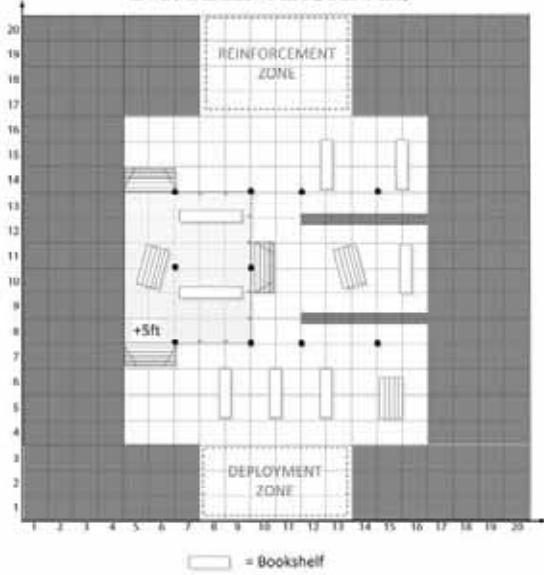
4: THRONE ROOM



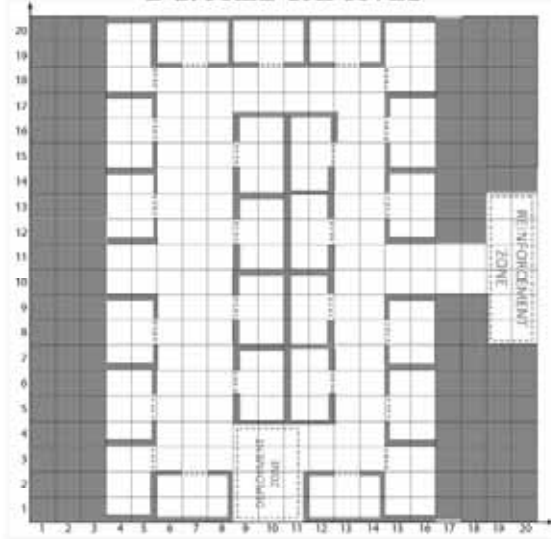
Map B1-B4: Quests

TRACK 3 (BROADSWORD): QUEST MAPS

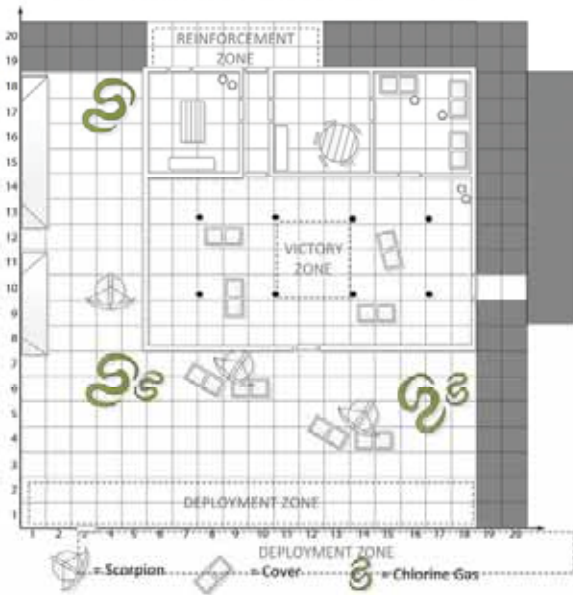
B-1: RAID ARCHIVES



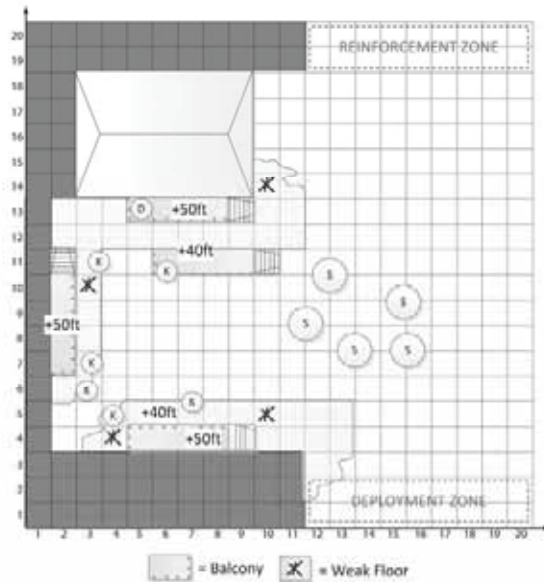
B-2: FREE CAPTIVES



B-3: DEMOLISH GUARD TOWER



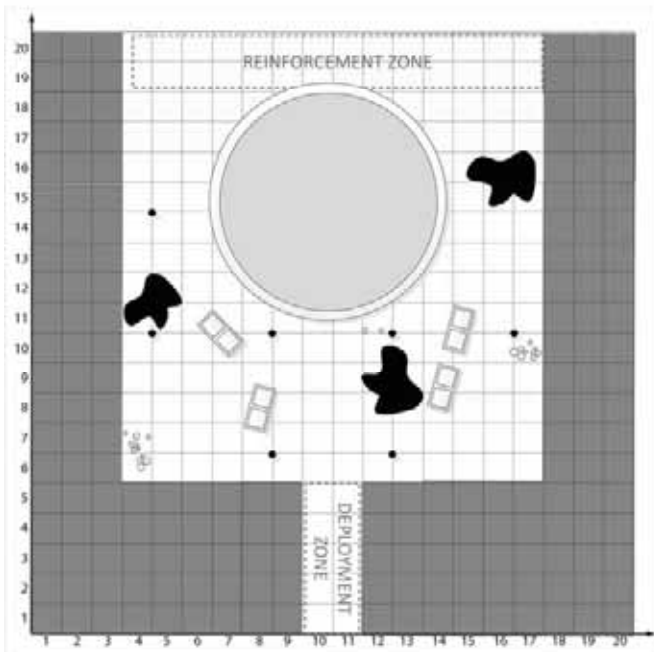
B-5: SEED DISSENT



Map B1-B5: Quests (Cont.)

TRACK 3 (BROADSWORD): QUEST MAPS

B-5: RANSACK DRAGON'S HOARD



Handout B-1: Tracking Sheet (Broadsword)

TRACK 3: BROADSWORD

B-B: STOJANOW GATE (B2)

B-C: INNER BAILEY (B3)

B-D: MAZE OF RUINS (UNLOCKED BY LION) (B4)

B-E: CINNABAR THRONE (B5)

B-A: DUNGEONS (B1)

B1: RAID ARCHIVES (+7 VP)

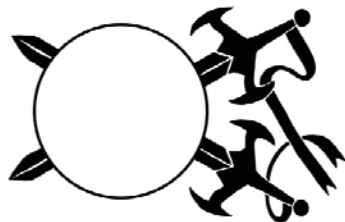
B2: FREE CAPTIVES (+8 VP)

B3: DEMOLISH GUARD TOWER (+8 VP)

B4: SEED DISSENT (+12 VP) (UNLOCKED BY EAGLE)

B5: RANSACK THE DRAGON'S HOARD (+10 VP)

VICTORY POINTS



GROUP NAME

RULES

WHEN ENTERING SECTOR:

- 1) MOVE HANNER ON HQ WAR MAP
- 2) PLAY ENCOUNTER IN SECTOR
- 3) CHOOSE NEXT MOVE:

- UNDERTAKE QUEST IN SECTOR
- MOVE TO ADJACENT SECTOR
- PLAY ANOTHER ENCOUNTER

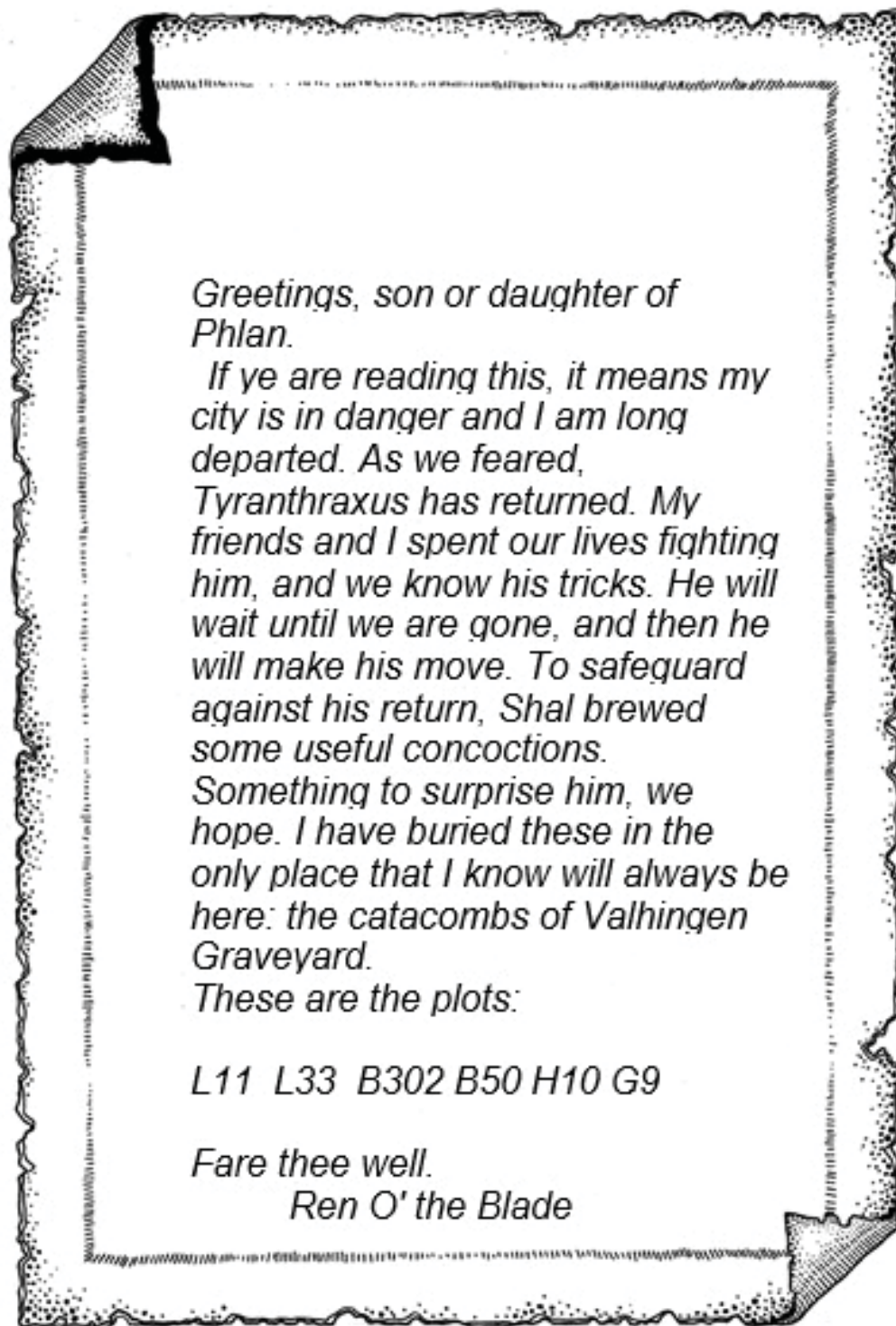
WHEN PLAYING ENCOUNTER:

- 1) CHOOSE DIFFICULTY
- 2) IF YOU WIN, TAKE VICTORY POINTS TO HQ
- 3) CLAIM TREASURE


WHEN PLAYING QUEST:

- 1) IF YOU WIN, TAKE VICTORY POINTS TO HQ
- 2) ASSIGN BOONS
- 3) CLAIM TREASURE

Handout B-2: Ren's Message



Track 3 Boons



B-1A

ENEMY POSITIONS

ACHIEVEMENT

We raided the dungeon archives, and uncovered valuable information about enemy movements within the castle.

EFFECT

When this boon is used, your group surprises the enemy in the next encounter. During the first round of combat, your characters gain advantage on all attacks.

Target Track: Broadsword (Track 3)



B-1B

LOST SECRETS


ACHIEVEMENT

In the archives of Valjevo Castle, we learned that magic elixirs are hidden inside Valhingen Graveyard as safeguards against Tyranthraxus's return.

EFFECT

When this boon is received, unlock Quest L-5: Unearth Lost Secrets.

Target Track: Lion (Track 1).



B-2A

ESCAPED REBEL

ACHIEVEMENT

We freed some prisoners from the dungeons of the Stojanow Gate.

EFFECT

When this boon is received, the group gains a thug henchmen. One player control the thug. The thug acts after the controlling player's turn.

Target Track: Lion (Track 1)

Track 3 Boons (Cont.)



B-2B

PAYMENT IN KIND

ACHIEVEMENT

We prevented hardened criminals from escaping the dungeons of the Stojanow Gate. In return, the Lords' Alliance has created a diversion outside town.

EFFECT

When used, this boon grants your group an additional short rest.

Target Track: Eagle (Track 2)



B-3A

BRIEF RESPITE


ACHIEVEMENT

We demolished a guard tower in the Inner Bailey, granting you a brief respite from enemy reinforcements.

EFFECT

When used, this boon grants your group an additional short rest.

Target Track: Broadsword (Track 3).



B-3B

SPY IN THE CULT

ACHIEVEMENT

We helped a Zhentarim spy preserve her cover within the Cult of the Dragon.

EFFECT

When this boon is used, your group surprises the enemy in the next encounter. During the first round of combat, your characters gain advantage on all attacks.

Target Track: Lion (Track 1)

Track 3 Boons (Cont.)



B-4A

DEFECTED KNIGHT

ACHIEVEMENT

Vital information from Group Eagle allowed us to negotiate the defection of some high-ranking Tears of Virulence.

EFFECT

When this boon is received, the group gains one knight henchman for every two characters in the group. The players control the knights. Each knight rides a griffin, and acts after its controlling player's turn.

Target Track: Eagle (Track 2)



B-4B

THORNWARD POTION

ACHIEVEMENT

We used a druidic ritual to capture the essence of a shambling mound. The Emerald Enclave decocted this into a potion that wards against the dragon's magic.

EFFECT

When this boon is used, the dragon cannot use its lair actions against your group for the duration of the encounter.

Target Track: Broadsword (Track 3).



B-5A

ENRAGE THE DRAGON

ACHIEVEMENT

We stole valuable treasures from the dragon's hoard! This has enraged Vorgansharax.

EFFECT

When used, Vorgansharax ceases any attacks on your table and flies off to check its hoard.

Target Track: Broadsword (Track 3)

Track 3 Boons (Cont.)



 **B-SB**

DIVINE BLESSING

ACHIEVEMENT

We recovered stolen holy artifacts from the dragon's hoard. In return, the gods offer us their blessing.

EFFECT

When this boon is used, any divine spellcasters in the group regain their expended spell slots.

Target Track: Broadsword (Track 3)

Victory Missions

The administrators will assign the following quests to individual groups. Only the chosen group plays the quest. Victory Missions resolve pivotal moments in the battle for Phlan. They also determine the fate of key NPCs in the ongoing storyline.

Unlocking Victory Missions

Trigger	Mission	Track
Start of Event	1: Lighting the Beacon	1: Lion (Sector L-A)
Victory Mission 1 Complete	2: Bomb the Gate	2: Eagle (Sector E-A)
Victory Mission 2 Complete	3: The Pool of Radiance	2: Eagle (Sector E-D)
Victory Mission 3 Complete	4: Raise Doomguide Glandon	1: Lion (Sector L-E)
Victory Mission 4 Complete	5: Trap Tyranthraxus	3: Broadsword (Sector B-E)

When a victory mission is triggered, the Epic Staff use the war map to pick a group in the listed sector. The administrators then ask the group if they wish to play the mission.

Playing a Victory Mission

The Epic Staff will notify you if your table has been chosen for a victory mission. If so, your group has a choice:

- Abandon any ongoing encounter or quest. Any spell slots that characters expended in the abandoned episode are restored, and the characters regain any hit points they lost.
- Finish their current encounter or quest before playing the victory mission.

Rewards

If the group completes the victory mission, they earn the following rewards:

Treasure and Magic Items: Victory missions have the same treasure and magic item rewards as a quest from the group's current track.

Victory points: If the group completes the mission, each track's victory pool receives two victory points for every table participating on that track! On the group's tracking sheet, record this as a **10-point victory**.

Renown: If the group completes their mission, each character earns a point of renown with their chosen faction.

Mission Failure

Notify the Epic Staff if your group retreats or is defeated. The administrators will then reassign your victory mission to another group.

Victory Mission 1: Lighting the Beacon

Your group must be in Sector L-A to undertake this victory mission. When the players are ready to begin, read the following aloud:

The First Lord speaks through the sending stone.

"The alliance has chosen your squad to relight the beacon of Sokol Keep. This will be the signal for Group Eagle to blow open the Stojanow Gate and deliver a crucial line of supply into the dragon's lair. I needn't stress how important this mission is to our success. Good luck and gods' speed."

Group Eagle is waiting on the group's signal. When the beacon of Sokol Keep is lit, their griffon riders will carry out a focused attack on the Stojanow Gate.

The Beachhead

When the group reaches Sokol Keep, read the following aloud:

Sokol Keep is a rundown stronghold on Thorn Island. In recent years, House Sokol has renovated parts of the ruin, erecting a stout manor inside its walls and restoring a few of its towers. One of these towers houses the shipping beacon.

Bolstered by undead minions, the Cult of the Dragon defends the island in force. When you arrive, the alliance is still securing its beachhead. Arrows rain down on your allies, and boulders hurled from catapults smash into the ice. A group of cult fanatics stands between you and the castle.

Resolve a single battle on the beach. The following enemies stand between the heroes and the castle:
Two cult fanatics

- Four **dragonclaws**

At the end of each round, add 1d3 **zombies** to the encounter. To complete the encounter, the group must enter Sokol Keep through the abandoned tower.

Adjusting the Encounter

This encounter has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Group:** Replace the **dragonclaws** with **hobgoblins**.
- **Weak Group:** Remove 1 **dragonclaw**
- **Strong Group:** Add 2 **dragonclaws** for every 3 characters in the group.
- **Very Strong Group:** Add 1 **dragonclaw** for every character in the group.

The Spirit of Sokol Keep

Dozens of cultists occupy Sokol Keep. To reach the beacon, the group must sneak past them. Luckily, they have an ally in the form of Harae, the Spirit of Sokol Keep (see Roleplaying the Spirit, below). Read the following aloud:

On your way to the lighthouse, you enter a gloomy sewing room. Dusty furniture is scattered around, and candles flicker in wall niches. Two corridors exit the chamber. As you cross the room, a cold draught whips from nowhere and blows out the candles within one of the corridors.

Harae is signaling to the group that they mustn't go down the darkened corridor. Characters who've played DDEX1-2 *Secret of Sokol Keep* may recognize the spirit's influence, and perhaps even know how to talk with it. To communicate, Harae knocks objects over or thumps the walls. If a character calls out to the spirit, Harae tries her best to aid them.

Finding the Lighthouse

To sneak past the cultists, the group must succeed on three group DC 10 Dexterity (Stealth) checks. To resolve a group check, each character in the group makes the check simultaneously. If at least half of the group succeeds, the group check counts as a success.

If the group follows Harae's advice at every step, they gain advantage on these checks. For each group failure, add one **dragonwing** to the following encounter. After three failures, the group arrives at the lighthouse.

Roleplaying the Spirit

Harae was a priestess of Tyr who died in the Dragon Run, a draconic invasion. In life, she was a patient and just follower of Tyr. In the 200 years since her death, she has lost much of her ability to relate with the living. Harae is a particularly weak spirit, unable to do much beyond move small objects around.

Quote: "Thump! Thump! THUMP!"

Quest Encounter

When the group arrives at the lighthouse, read the following aloud:

A crystal and glass beacon stands at the top of the lighthouse, ringed by a wrap-around balcony. From here, you have a commanding view over Phlan and the harbor. Unfortunately, you are not alone.

Map V-1 shows the layout of this encounter. The following enemies guard the lighthouse.

- One **dragonfang**
- Two **dragonclaws**
- Six **cultists**

If the group took Harae's advice previously, she aids them in this encounter. At the start of each enemy initiative count, roll a die. On an odd result, one enemy on that initiative count must make a DC 15 Dexterity saving throw. On a failure, Harae knocks the enemy prone. If they miss the DC by five or more, they fall prone and take 1d4 bludgeoning damage. If the enemy is on the balcony, they could even fall to their death!

Adjusting the Encounter

This encounter has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Group:** Replace the **dragonclaws** with **hobgoblins**.
- **Weak Group:** Remove 1 **dragonclaw**
- **Strong Group:** Add 2 **dragonclaws** for every 3 characters in the group.
- **Very Strong Group:** Add 1 **dragonclaw** for every character in the group.

Lighting the Beacon

When allied forces on the ground secure their beachhead, the group receives a signal to light the beacon. This only occurs when the group finishes their encounter.

When the beacon is lit, ask the Group Leader to report the success to the Epic Staff! The group can now undertake a quest in this sector, play an encounter here, or move to an adjacent unlocked sector.

Sector Unlock!

Whenever a sector is unlocked, the characters are able to travel to it without having to travel through other, adjoining sectors. It is immediately available for play.

Victory Mission 2: Bomb the Gate

Your group must be in Sector E-A to undertake this victory mission. When the players are ready to begin, read the following aloud:

The First Lord speaks through the sending stone.

"The alliance has chosen your squad to blow up the Stojanow Gate, opening a crucial line of supply into the dragon's lair, Rendezvous immediately with Kaled bin Zafir onboard the *Gilded Trophy*. He'll supply you with the weapon. Good luck!"

You land your griffons on the ship's deck and meet with the black-bearded Zhakharan inventor. He hands you a lacquered wooden box.

"The explosive is fully wound and ready. When you're close to the gate, turn the key to arm it. You'll have thirty beats of a drum to position the explosive and get clear. The device will sing its little song to warn you how much time remains."

Inside the box is a tiny songbird crafted from bronze and silver.

"Ingenious, I'm sure you'll agree. Just don't be near it when it opens a gate to the elemental plane of fire"

Roleplaying Kaled bin Zafir

Kaled bin Zafir is an eccentric Zhakharan inventor, and a genius in his field. Sages recognize him as the author of the acclaimed *Codex of Ingenious Contraptions*. Kaled always assumes he's more intelligent than his peers, which can make him patronizing. Sickeningly, he's usually correct.

Quote: "Is that how you think it works? Fascinating."

Approaching the Gate

The Group Leader chooses who carries the explosive.

When the group takes off, read the following aloud:

The beacon atop Sokol Keep blazes to life, signaling that Group Lion has secured the harbor and is ready to advance. The griffon riders of Group Eagle start to bank toward the Stojanow Gate.

As you close on the citadel, dozens of winged monsters peel off from the ongoing air battle and swoop down to engage you. Their eyes burn with blue fire, and their rotten wings flutter in tatters. Commander Greycastle snaps a warning through the sending stone.

"There's too many of them! Shake them off, and head for the Gate. We're all counting on you!"

Eight **zombie wyverns** pursue the group. Roll initiative and begin the chase. The group starts 100 feet ahead of the wyverns. To escape, the character with the bomb must increase his or her lead to 300 feet.

Wyvern Chase

Advise the players to take the Dash action on their turn to fly at double speed. Due to the ice and fog, this requires a successful DC 15 Dexterity (Acrobatics) check. The player can use the griffon's Dexterity modifier (+2) if it is higher than their own. If they fail, they lose their action and the griffon moves its normal flying speed. On the zombie wyverns' turn, each wyvern must make the same check to keep up.

At the end of each initiative count, roll on the chase complications table. Complications affect the next group in the initiative order (i.e. a player character or a group of enemies). A player can spend inspiration to negate the result. If a character falls from their mount, they plummet 4d6 x 10 feet to the ground. If they survive the fall, their companions can fly to their rescue - but doing so takes them out of the chase!

Chase Complications

1d10	Event
1	Rooftops ahead! The creature must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) bludgeoning damage.
2	Swarm of bats! The creature must succeed on a DC 15 Dexterity saving throw. On a failure, roll again on this table and resolve another event, but the creature has disadvantage on any rolls made.
3	Crashing griffon rider! The creature must succeed on a DC 15 Dexterity check to bank out of the way. If it fails, it takes 16 (3d10) bludgeoning damage. Griffon riders must succeed on a DC 10 Constitution saving throw or fall from their mount.
4	Black arrows! Make 1d3 ranged attacks against the character: +4 to hit, <i>Hit</i> : 6 (1d8+2) piercing damage.

1d10	Event
5	<i>Clear ahead!</i> Affected creatures can use their Dash action without having to make a Dexterity check first.
6-10	<i>No complication.</i>

Ticking Timebomb

After one round of chasing, Kaled's time bomb begins to malfunction. At the start of the second round, read the following aloud to the character carrying the explosive:

Amid the chaos of the chase, you hear a warbling mechanical voice sing from inside the lacquered box.

"Five golden coins, the goddess gave to me!"

The **bomb** has armed itself! The group now has five rounds until the bomb explodes. At the start of each round, sing one of the following lines to the group:

*"Five golden coins, the goddess gave to me!
Four ships I sailed, 'til I was lost at sea,
Three coins were left, my thirst they surely slaked,
Two days I slept, my head it sorely ached,
My fate was sealed, and never did I wake."*

If the bomb explodes, all creatures within 100 feet of it are killed instantly.

If the character tries to rewind the timer, the key snaps in the lock! To rewind the timer, the character must succeed on a DC 15 Intelligence (Arcana) or Dexterity (Thieves Tools) check. This takes an action to perform. On a success, the timer rewinds one step but doesn't stop. If the check succeeds by 5 or more, the timer rewinds two steps. If the check fails by five or more, the timer advances by one step!

Blowing the Gate

If the character carrying the bomb escapes, they can drop it on the Stojanow Gate. Read the following aloud:

The Stojanow Gate looms at the mouth of Valjevo Castle. Crafted by Fire Giants, each iron-bound door stands sixty feet tall, set into walls thirty feet thick. For one hundred and twenty years the gates have stood open. Now they are closed.

You let the mechanical bird fly. It plummets toward the gate, and then blossoms into an explosion. The shockwave almost knocks you from your saddle. When the smoke clears, the gate hangs from its hinges!

Ask the Group Leader to report the success to the Epic Staff! When the gate is destroyed, the administrators will raise the orange flag at HQ and make the following announcement:

Boom! Group Eagle has bombed the Stojanow Gate! A colossal explosion rocks Phlan as the gates collapse, and allied soldiers pour into the citadel! Group Broadsword: you can now use Boons gifted from other tracks!

The group can now undertake a quest in this sector, play an encounter here, or move to an adjacent unlocked sector. The alliance leaders pay the group their treasure award when the mission is complete.

Victory Mission 3: The Pool of Radiance

Your group must be in Sector E-D to undertake this victory mission. When the players are ready to begin, read the following aloud:

The First Lord speaks through the sending stone.

"The alliance has chosen your squad to dispel the magic of the new Pool of Radiance. Doing so will trap Tyranthraxus in this world, and prevent his spirit escaping when Vorgansharax dies. Rendezvous with the Lord Sage for a full briefing. Good luck!"

You land your griffons on a craggy hilltop, where you meet with Phlan's Lord Sage. He produces a potion bottle from his griffon's saddlebag.

"One drop of this liquid will disenchant the Pool of Radiance. It must not fall into enemy hands."

The Lord Sage provides the following information: Some months ago, a shooting star landed in the Ticklebelly Hills. It landed in a stone giant refuge called Kranun's Crater, and its impact formed a new Pool of Radiance.

- The Pools of Radiance are open wounds in the Weave; raw fonts of magic are often dangerous. They're also the only means that the Flamed One, Tyranthraxus, can enter Toril.
- Tyranthraxus possessed the stone giant Kranun, and used him to lure Vorgansharax into sending an envoy to the crater. The envoy returned to the dragon with a sample from the Pool of Radiance.
- The alliance believes that Vorgansharax drank the sample, allowing Tyranthraxus to possess him.

While the Pool remains active, Tyranthraxus's spirit can flee through it at any time.

Characters who've played DDEX1-13 *Pool of Radiance Resurgent* know this story, and may even have been instrumental in Kranun's demise. The Lord Sage asks the group to escort him to Kranun's Crater, so he can disenchant the Pool of Radiance.

Roleplaying the Lord Sage

The Lord Sage is elderly, yet retains much of his youthful vigor thanks to his half-elven blood. He's slow to display emotion, and given today's events, has little time for humor.

Characters who've played DDEX1-5 *The Courting of Fire* or DDEX1-6 *The Scroll Thief* may have been previously hired by the Lord Sage to investigate thefts in the library.

Quote: "Why? For knowledge, boy! Knowledge!"

Guardians of the Crater

When the group arrives at the crater, read the following aloud:

Black smoke coils into the sky from Kranun's Crater. As you fly over it, you see an orc camp in flames below. Dozens of orc corpses litter the ground, and many more lie dying. Through the smoke, the Pool of Radiance sparkles at the bottom of the basin.

Vorgansharax sent the orcs of the Burning Banner to defend the crater. A rival dragon, Scowlworyx, has flown down from the Dragonspine Mountains to destroy them and claim the pool for herself. If the group searches the crater, they can identify the telltale signs of dragon attack on a successful DC 12 Intelligence (Arcana) check.

Orc Reinforcements

Shortly after the group arrives, a squad of orcs returns from patrol. Seeing the characters in the ruins of their camp, they attack at once.

Map V-3 shows the layout of this encounter. The following enemies attack the group:

- An **orc war chief**
- An **orc eye of Gruumsh**
- Two **orogs**
- Eight **orcs**

The Lord Sage tries his best to stay out of combat. If he must defend himself, use the statistics of a **commoner** with 33 hit points. The Lord Sage is mounted on a griffon.

Adjusting the Encounter

This encounter has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Group:** Remove 4 **orcs** and replace the **orc war chief** with an **orog**.
- **Weak Group:** Remove 1 **orog** and 2 **orcs**.
- **Strong Group:** Add 1 **orc** for every 2 characters in the group.
- **Very Strong Group:** Add 1 **orc** for every character in the group.

The Scorching Wind

Scowlworyx, the Scorching Wind, arrives at the end of the combat. Read the following aloud:

The funk of sulfur fills the crater, and hot blast of air washes over you. A large red dragon lands at the pool's edge, and dips a claw playfully into the water. Steam rises from where she touches the surface.

"My thanks for dealing with that patrol. Killing orcs had become so... tedious."

Scowlworyx (a **young red dragon**) isn't eager to fight, but will do so willingly if the characters provoke her. Instead, she wishes to know how the power of the pool can be harnessed. Roleplay the scene out, giving the players ample chance to trick the dragon. When the groups learn her name, any characters who played DDEX1-5 *The Courting of Fire* recognize her as the dragon that Spernik was trying to recruit.

Scowlworyx is unlikely to leave the characters here, but could be deceived into helping them disenchant the pool. When she uncovers the deception, she attacks at once.

Disenchanting the Pool

Vorgansharax has placed three *protective wards* around the Pool of Radiance. Until the wards are dispelled, the characters cannot disenchant the pool. As an action, a character inside a circle can attempt to dispel its magic. This requires a successful DC 15 Intelligence (Arcana or Religion) check. If the character is untrained in either skill, they have disadvantage on the check. When the characters dispel the wards, a single drop of water from the magic potion disenchant the pool.

Ask the Group Leader to report the success to the Epic Staff! The group can now undertake a quest in this sector, play an encounter here, or move to an adjacent unlocked sector. If the Lord Sage died here, report his demise to the Epic Staff.

Victory Mission 4: Raise Doomguide Glandon

Your group must be in Sector E-E to undertake this victory mission. When the players are ready to begin, read the following aloud:

The First Lord speaks through the sending stone.
"The alliance has chosen your squad to enter Valhingen Graveyard and resurrect Doomguide Yovir Glandon. As a priest of Kelemvor, he'll know best how to stem the tide of undead. Rendezvous with the elf wizard Aya Glenmiir and Acolyte Elden Mymn at the temple of Kelemvor. They'll brief you further. Good luck!"

When Vorgansharax attacked Phlan, the temple was among its first targets. One of the temple walls has now fallen, and its roof sags precariously. When the group arrives, read the following aloud:

A pair of hooded figures signal your group with lanterns. As you approach, one of them pulls back her hood to release a cascade of red hair. She greets you with a warm smile. Her companion wears cleric's robes, and looks around nervously.

Aya Glenmiir and Acolyte Mymn provide the following information:

- As a blessed Doomguide of Kelemvor, Yovir Glandon cannot rise as an undead. His colleagues believe he died during the dragon's initial attack, and his corpse lies somewhere within the graveyard.
- Aya's magic can locate Yovir's body. When she finds him, Acolyte Mymn can raise him using a ritual scroll. The characters must guard them until both tasks are complete.
- Doomguide Glandon knows the catacombs beneath town better than any other, so he could help Group Broadsword sneak into the dragon's lair. He may also have a plan for fighting the undead.
- During this mission, you should control the NPCs in combat. Aya Glenmiir uses the statistics of a **mage**, and Acolyte Mymn is an **acolyte**.

Character Death

If one of the NPCs dies, report the character's demise to the Epic Staff. If Aya dies before she locates Glandon's tomb, the group must abandon the mission. If Acolyte Mymn dies, the group can only continue if they have a character with *raise dead* on their class spell list.

Roleplaying Aya Glenmiir

Aya knows the allure that her elven heritage evokes, and has no reservations against capitalizing on it. She's quick with a coy smile and a twist of the hair if it gets her what she wants. Her knowledge of the arcane is famed across the Moonsea. Aya was first encountered in DDEX1-6 *The Scroll Thief*, where the group helped her catch a burglar. She reappeared in DDEX1-10 *Tyranny in Phlan* and DDEX2-6 *Breath of the Yellow Rose*.

Quote: "Hush! The logarithms for Weave conjunction require deep calm. Pass me that wine, will you?"

Roleplaying Acolyte Mymn

Acolyte Elden Mymn survived Vorgansharax's attack on the graveyard. He's a pensive man, and often overlooked. Elden is fervent in his beliefs, but fears he lacks the experience to survive the task at hand. He first appeared in DDEX1-3 *Shadows over the Moonsea*, where he tended to the madman Yip.

Quote: "We're going down there, are we? Perhaps you should go first?"

Finding Glandon's Body

Aya uses her magic to scan the graveyard for Glandon's body. The group escorts her as she moves from crypt-to-crypt, casting divination spells.

To avoid the undead, the group must succeed on three group DC 10 Dexterity (Stealth) checks. To resolve a group check, each character in the group makes the check simultaneously. If at least half the group succeeds, the group check counts as a success. If the group fails three group checks, two **ghouls** and eight **zombies** ambush them. After this battle, Aya's magic leads the group to their destination.

Crypt of Horrors

Read the following aloud when the group arrives:

Aya's magic leads you to a ruined crypt. The gates hang from their hinges, and cold mist seethes from within. Fallen rocks choke the dark interior. Aya peers inside.
"Inviting, isn't it?"

Anybody searching the entrance notices that *something* forced the gate open from within. The doors show signs of being scratched by bloody fingernails.

Inside, there are two partially-collapsed chambers. To complete their mission, the group must progress through both.

First Chamber: The Walking Dead

When the group enters this chamber, read:

You descend into a ruined burial chamber. Broken coffins lie across the floor, and gnawed human bones litter the flagstones. Running water trickles through the rubble to form a shallow pool at the foot of the steps. The wall nearby is covered with dozens of scratched parallel strokes. A dark hallway exits from the opposite wall.

A dead man stands in the center of the floor, clad in funeral rags. As he turns to face you, you recognize him as Fat Mar, the former barkeep of the Laughing Goblin tavern! From the passage behind, more groaning undead emerge.

Map V-4 shows the layout of this encounter. The following enemies attack the group:

- One obese **vampire spawn** (whom some characters might recognize as Fat Mar)
- Two **ghouls**
- Four **zombies**.

Until the vampire spawn is slain, one zombie enters the combat from the passageway at the end of each round.

Any character inside this chamber who succeeds on a DC 12 Wisdom (Perception) check notices a rotten journal on the floor. When they spot this, give the group **Handout V-1**. From this, the characters learn that Yovir Glandon was trapped in this crypt for months, and succumbed to cannibalism!

At the end of this encounter, the group can earn their treasure award for this quest. If they are due a magic item reward, also present it in this chamber.

Adjusting the Encounter

This encounter has a fixed difficulty. Adjust as normal according to party strength. These adjustments are not cumulative:

- **Very Weak Group:** Replace the vampire spawn with a ghast.
- **Weak Group:** Remove the ghouls
- **Strong Group:** Add 1 ghoul for every 3 characters in the group.
- **Very Strong Group:** Add 4 zombies, and then add 1 ghoul for every 2 characters in the group.

Second Chamber: Glandon's Rest

When the group enters this chamber, check for a black flag at HQ (it will only be raised in the last hour of play). If the flag is visible, the chamber is empty. Returning to the alliance with the journal sheds light on Glandon's fate, and counts as a success for the quest.

If there is no flag, read:

The corpse of Doomguide Glandon lies in a rotten coffin. Sultry women dressed in grave shrouds are draped over him, gently caressing his dead flesh. His eyes flick open, and his lips curl back to reveal yellowed fangs.

"Ah", says Aya. "I think, perhaps, we should run."

Glandon the vampire and three **vampire spawn** confront the group. Aya is right: the characters are outmatched here. If the group flees, the vampires chase them for a round or two, but don't leave the crypt. If the characters stand and fight, they'll need all the luck they can get!

Escaping the Crypt

Returning with news of Glandon's fate counts as a success. Ask the Group Leader to report the success to the Epic Staff! The group can now undertake a quest in this sector, play an encounter here, or move to an adjacent unlocked sector.

In the event that the group defeats Glandon, he turns into a cloud of bats and flies away. The vampire arises again as the track villain in the final hour of play. If the group happens to have Boon L-3A: Gulthias Stake, they can lay Glandon to rest before he escapes (see the Track 1 Villain section).

5. Trap Tyranthraxus

Your group must be in Sector B-E to undertake this victory mission. When the players are ready to begin, read the following aloud:

The First Lord speaks through the sending stone.

"The alliance has chosen your squad for the most dangerous mission of all! You are to enter the dragon's lair, and take a sample of Vorgansharax's blood. The Cloaks need this for a ritual to fight Tyranthraxus. Rendezvous with Commander Greycastle in the Throne Room, and good luck."

Combat rages through the throne room when you arrive. Commander Greycastle emerges from the melee, and strides toward you. Her armor is wet with blood.

"I couldn't have asked for better allies! Come, let us bleed this dragon!"

On the way, Commander Greycastle reveals the following information:

- The Cloaks need a sample of the dragon's blood for a magic ritual. When performed, the ritual will prevent Tyranthraxus from switching host bodies.
- When the group returns with the blood, the Cloaks will need a few minutes to prepare the ritual. If the group has the chance to kill Vorgansharax, they

- must not take it! If the dragon dies, Tyranthraxus will just escape into another body.

Greycastle carries an empty wineskin for gathering the dragon's blood. In combat, she uses the statistics of a **knight**.

Roleplaying Commander Greycastle

Command of the Black Fist has fallen to Jhessail Greycastle (DDEX1-14 *Escape from Phlan*), a firebrand sworn to reclaim Phlan or die trying. In season 1, your players may have freed Jhessail from Vorgansharax's clutches. If so, she's spent every day since preparing her return.

Quote: "We shall lift this town from the ashes. Let nothing stop us."

The Dragon's Lair

From the Cinnabar Throne, finding the dragon doesn't take long. Before the encounter begins, check for a green flag at HQ (it will only be raised in the last hour of play). If the flag is visible, Vorgansharax is already on the prowl. Contact the Epic Staff, so the dragon can be called to your table!

If there is no flag, read:

The great green dragon Vorgansharax lands before you! It flexes its tattered wings, and poison bubbles from its maw. Its lips curl into a smirk, and green flames dance over its body.

"Fool adventurers. You think you could face Tyranthraxus and win? Allow me to clarify your error."

Shouting obscenities, a group of cult fanatics rushes to the dragon's side.

For this encounter, choose a location from Map B-E: Cinnabar Throne. The characters face the following enemies:

- **Vorgansharax**, the Maimed Virulence
- One **dragonsoul**
- Four **dragonfangs**

Unless the group has special boons, the dragon has full access to its legendary actions and lair actions. The cultists try to defend their master.

Taking the Blood

To fill the wineskin, the group needs to deal at least 100 damage to Vorgansharax. Commander Greycastle (or anyone with an empty wineskin) can then spend an action to fill the wineskin from the wound. If the dragon falls below half hit-points, it tries to escape.

Returning to the Alliance

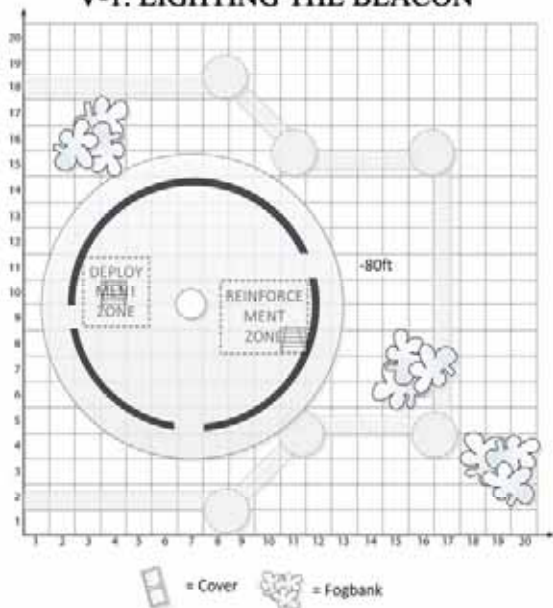
If the group succeeds, ask the Group Leader to report their success to the Epic Staff! The group can now

undertake a quest in this sector, play an encounter here, or move to an adjacent unlocked sector. If the Commander Greycastle died here, report her demise to the Epic Staff.

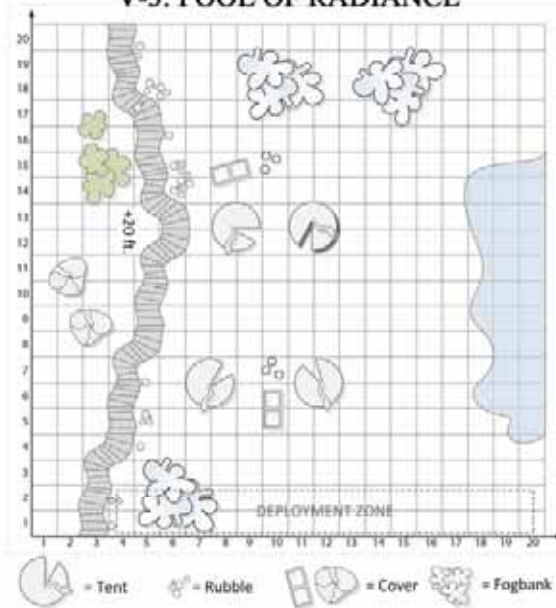
Map V1-V4: Quests

VICTORY MISSION MAPS

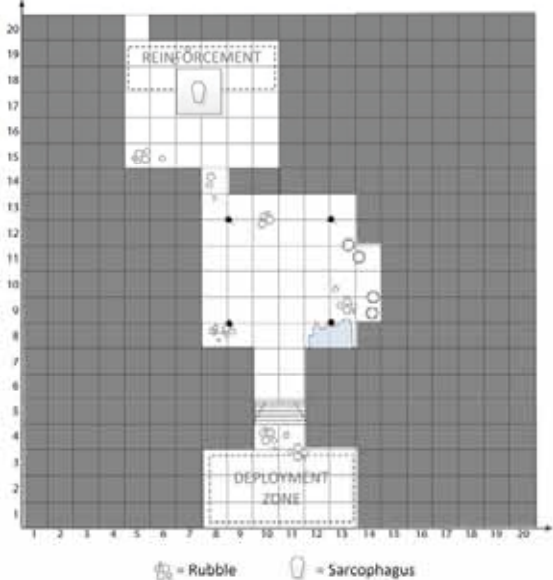
V-1: LIGHTING THE BEACON



V-3: POOL OF RADIANCE



V-4: RAISE DOOMGUIDE GLANDON



Handout V-1: Glandon's Journal

