



## REEDUCATION

HSING bears foul news: SEER has been captured. While exploring the ruins of Ulcaster in search of knowledge pertaining to runes (or perhaps even how to create them), they were separated and now the pseudodragon fears the worst. Without SEER's guidance, the efforts of the assembled factions in these recent events may all be for naught!

*A Four-Hour Adventure for 11th-16th Level Characters*



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## INTRODUCTION

Welcome to *Reeducation*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Storm King's Thunder*™ storyline season.

**This adventure is designed for 11th through 16th-level characters, and is optimized for five 14th-level characters.** Characters outside this level range cannot participate in this adventure.

The adventure begins in Beregost and quickly moves to the foothills of the Cloud Peaks and The Ruins of Ulcaster.

## THE D&D ADVENTURERS LEAGUE

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

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

[www.dndadventurersleague.org](http://www.dndadventurersleague.org)

## PREPARING THE ADVENTURE

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

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

## BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information:

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

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

If you have time or see the need to do so, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

## ADJUSTING THE ADVENTURE

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. These adjustments are not required, nor are you bound to the suggestions made by the adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 14th-level characters**. To figure out whether you need to adjust the adventure, do the following:

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

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

#### DETERMINING PARTY STRENGTH

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong

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

## RUNNING THE ADVENTURE

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

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

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

**You Are Empowered.** You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, so long as you maintain the original spirit of what's written.

**Challenge Your Players.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience

level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Everyone should have the opportunity to shine.

**Mind the Time.** Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

**Keep the Adventure Moving.** When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. *The Dungeon Master's Guide* has more information on the art of running a D&D game.

## SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

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

### SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection</i> *	3,000 gp
<i>True Resurrection</i> *	50,000 gp

\*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community

service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

### ACOLYTE BACKGROUND

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

Acolytes can call upon spellcasting services in and around the three towns as follows:

**Parnast (Tier 1).** Mielikki

**Stagwick (Tier 2).** Chauntea

**Beregost (Tier 3).** Lathander, Waukeen

## DEATH AND RECOVERY

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

### DEATH

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

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

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

**Character's Party Pays for Raise Dead.** As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the

session. Other characters are under no obligation to spend their funds to bring back a dead party member.

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

## ADVENTURE BACKGROUND

Giants have been plaguing the Sword Coast recently, and the "little folk" are trying to put a stop to it. A Lords' Alliance operative by the name of SEER has been researching, and hiring adventurers to explore ancient locations in order to find an effective weapon against these formidable foes.

The Archmage Ulcaster started a school of wizardry not far from the town of Beregost in mid-11th century DR. It enjoyed great success for nearly 80 years, until Calishite mages grew frightened by the popularity as well as the power of those within and attacked Ulcaster's school. A great spell battle ensued and the school was left in ruins and Ulcaster nowhere to be found.

Adventurers and travelers alike that have come to the ruins, report seeing Ulcaster's ghost haunting them. To keep the powerful artifacts that likely lie within the complex secure, the faithful of Lathander graze their sheep near the ruins in order to keep would be looters from coming across items that are better left underground.

SEER discovered that Ulcaster may have known the secrets of runes, and hid it somewhere in the school. She decided to travel to the ruins in hopes of finding Ulcaster's secret library. Hsing, her pseudodragon familiar, went with her. While exploring the ruins, they were ambushed by a vampire and its minions, and in the aftermath, SEER fell under the control of the vampire. Hsing fled the dungeon, and returned to the agreed upon rendezvous. SEER didn't show up and Hsing fears the worst. He knows he must try and get his mistress help.

## ADVENTURE OVERVIEW

The characters find themselves in Beregost, a town on the Sword Coast.

In **Part 1**, the characters are hired by Hsing, a blind pseudodragon, who wishes for them to find his

mistress. His mistress, SEER, has run into trouble and he seeks an able-bodied group to rescue her.

He tells the characters that SEER and he traveled to ruins outside of the city to find information about runes. They were ambushed and he fled to a previously agreed upon rendezvous point. He is certain that if she is not back yet, there is something very wrong.

**Part 2** takes the characters to the Ruins of Ulcaster's school of wizardry. The school has been in ruins for centuries after an epic spell battle.

The characters run into the faithful of Lathander, who patrol the area while their sheep graze on the hills surrounding them. The characters have to talk their way into the dungeons.

Ulcaster's ghost approaches the characters, asking for help getting back to his body. Those characters belonging to the Harpers faction have an opportunity to complete a secret mission by helping him.

**Part 3** find the characters beneath the ruins exploring the dungeons. They are accosted by minions of the vampire that lairs here, as they travel toward the resting place for Ulcaster's body.

Once in the secret room where Ulcaster lies, they are forced to defend themselves against a foe that emerges from a crevasse in the floor. Once the enemy is defeated they can bring Ulcaster back from stasis, and escort him to safety in the courtyard above ground.

They continue their search for SEER and find her under the thralls of a vampire. Unexpectedly, they must deal with SEER working against them. Once the vampire and her pets are defeated, SEER is freed from the charms of the vampire, yet still very weak. The characters return her to Beregost, where Hsing is very grateful.

## ADVENTURE HOOKS

There are several reasons for which the characters may be in Beregost at the start of the adventure. Characters have heard that the Sword Coast has been experiencing a huge threat, giants. They have come to Beregost looking for a chance to assist in the fight.

**Lords' Alliance.** Characters that are members of the Lords Alliance are asked by their faction leaders to proceed to Beregost. It was the last known location of SEER, a faction leader in the Sword Coast area. She has traveled there, in search of anything that could help against the giant incursion.

**Running from the Huge Threat.** Many have fled from the destruction that the giants have brought to the Sword Coast. The characters have aided the

refugees in their travel to safer towns. They return here to rest until they are needed once again.

**Secret Mission: Harpers.** Those characters that are Harpers are asked to go to Beregost, as that was the last known location of SEER. The Harpers want the characters to do all they can to help SEER find a way to stop the marauding giants. Members of the Harpers that are rank 2 (Harpshadow) are told to proceed to Beregost and wait for word from faction leaders there.

## PART 1. NOW YOU SEER, NOW YOU DON'T

The adventure begins with characters relaxing at the Feldepost's Inn located in the village of Beregost. There they are approached by one seeking their help.

### HOW RUDE...

Feldepost's Inn is a nice way to start the day. Casual conversation and great service bring those looking for a quiet meal. The popular inn is filled and you have shared a table with other adventurers. Your morning meal is hot and hearty, getting you ready for a day of adventuring.

At this time, allow the characters to introduce themselves. Once they are done, continue below with what happens next.

The relative quiet is interrupted by the angry voice from somewhere in the inn, "Hsing, you lazy gnat—get out of here!"

Flying into the main room is a tiny dragon holding a piece of bread. It hovers in the middle of the room, and sniffs into the air. Its head turns your way, and flies to your table.

It lands on the table and immediately lies down and starts munching on its piece of bread.

"It is a long way from the kitchen. I am going to rest here for a bit before we get to talking."

It is not obvious at first that Hsing is blind. Feel free to describe him as such. Note that his blindness is incurable. Any spellcaster knows that he is a pseudodragon. They are commonly used as familiars for magic users. Non-spellcasters know this with a successful DC 10 Intelligence (Arcana) check.

If the players have participated in any of the *Storm King's Thunder* Adventurers League adventures they have likely been hired previously by Hsing in the name of his mistress, SEER.

#### ROLEPLAYING Hsing (SING)

Hsing has been a close friend of SEER for a long, long time. However, while she is insightful and direct, Hsing is distracted and speaks in vague, cryptic riddles. He is also quite lazy and his preferred place is curled lazily around the SEER's shoulders.

Although he is blind, he has very well developed hearing and an acute sense of smell to help him navigate. A gift from lo himself, Hsing's blindness is incurable.

**Quote:** "Zzzzzzzzz..."

The creature finishes its meal and addresses you, "Now that my belly is full, we can get down to business. Mistress is missing. I need you to find her. Please agree quickly so Mistress can get back to her important work and I can take my after-breakfast nap. Because I won't be able to sleep until she is home safe."

Hsing then becomes distracted by a plate of food on the table, sniffing into the air and then the plate itself.

Hsing relays additional information when asked questions:

- Hsing is SEER's familiar. Some of the characters may have been hired by her in the past. Hsing acts annoyed if a character asks who his Mistress is, offended that they do not recognize him and who he represents. SEER and Hsing went to explore the Ruins of Ulcaster and were attacked by undead creatures. Hsing barely escaped with his life. Hsing assures the characters that SEER is very resourceful, but fears that something terrible has happened as she didn't show up at their rendezvous point. He does not disclose where they were supposed to meet.
- Hsing is tight-lipped about the reasons behind their excursion to the ruins, but if pressed, relates only that SEER believed that knowledge of great importance was hidden there. He doesn't provide any further information. He does, however, ask for a bit of food to continue.
- He has no idea who was behind the attack or who has possession of her currently

A character succeeding on a DC 18 Intelligence (History) check knows the information provided in the Adventure Background, above as it pertains to Ulcaster, his school, and its subsequent destruction.

If asked about a monetary reward, Hsing indicates with a sigh that SEER will no doubt pay the characters handsomely if they find her and bring her back. He can't guess what that amount may be, but he is sure it will be worth their while.

Hsing gives the characters directions to the ruins, but warns that The Clergy of the Morning Lord patrol the area around the ruins, and are likely to try and keep treasure seekers away from the area. They are concerned about what treasure may be found there.

### SECRET MISSION: HARPERS

Characters that are members of the Harpers (Harpshadow) are surreptitiously assigned a secret

mission as the meeting with Hsing concludes. Read or paraphrase:

A barmaid approaches you and places an empty mug in front of you as well as a flagon of what you have been drinking. She smiles and winks at you as she walks away.

A character with a passive Investigation of 11 or higher, notices a harp engraved on the handle of the mug. If investigated further, they find a folded piece of paper in the bottom of the mug. Alternatively, the note is dislodged and floats to the top if something is poured inside. Give the player **Player's Handout 1**. The barmaid is nowhere to be found if the characters look for her.

## **DEVELOPMENT**

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When the characters are ready to proceed to the ruins, proceed to Part 2. Higher Learning.

## PART 2. HIGHER LEARNING

The characters make their way to the Ruins of Ulcaster to find SEER and bring her home.

The air is crisp as you travel into the foothills of the Cloud Peaks. The clouds lie low around the mountains to the south. The path you follow is overgrown and not well traveled, yet still discernible.

After traveling half a day, mostly uphill, the ground levels out. A large plateau appears before you, with the remnants of many buildings atop. A wide path leads up to the area, acting as a ramp.

There is very little left of Ulcaster's school. The areas of any interest are described below, and marked on Appendix. Ruins of Ulcaster Map.

The rest of the ruins are just shells of the once great center of arcane knowledge.

### GENERAL FEATURES

The plateau has these general features:

**Light.** It is midday, and the sun shines brightly on the top of this hill. The sun has taken the chill out of the air.

**Ground.** The plateau is overgrown, but vague paths wind through the crumbled walls of the ruins of the school. Flagstone floors can be seen in some areas among the knee-high grass.

**Sound.** Besides the chirping of birds, there is very little noise.

**Ruins.** The ruins are difficult to maneuver through. Stones that were once walls are piled high with rotted wood protruding in all angles out of them. Surrounding this mess are broken walls that still bear the scorch marks of a great arcane battle. Any creature attempting to move through the rubble needs to make a successful DC 15 Dexterity saving throw or take 4 (1d6) bludgeoning damage from falling onto the rubble.

### A. THE GUARDIANS

The ruins of Ulcaster are patrolled by the Lathanderites of Beregost.

Because of the open area around the ruins, if the characters have not taken precautions prior to getting to the foot of the plateau, it is nearly impossible to sneak past the guards without being seen.

There are four men in robes watching a flock of sheep at the top of the plateau before you. They stand up when they see you approach.

One of them address you, "The Morning Lord welcomes you. What brings you to these historical ruins?" The guards are armed but do not have weapons drawn. They wear the holy symbol of Lathander prominently on their livery.

If the guards are told about SEER, they do not hesitate to let the group enter the ruins. SEER is well known to those in the Temple of Lathander. Her guidance in the fight against the giants has helped keep Beregost safe so far. As such, the guards realize that finding her is quite important. One of the guards offers to take them to the courtyard where two of their fellow clergy guard the entrance. Those guards should be able to help them get into the dungeons.

Characters attempting to deceive the guards must succeed on a DC 17 Charisma (Deception) check. If unsuccessful one of the guards says, "The Morning Lord encourages honesty." The priests insist on knowing the truth, telling the characters that The Morning Lord watches over only the worthy.

When the characters are ready to continue a priest from the group leads them to The Courtyard (Area B).

### B. THE COURTYARD

This area was once a courtyard for quiet contemplation, but is little more than ruins now.

This area has less rubble in it than the other areas within the ruins. There are the remnants of an iron fence encircling it. Flagstone paths weave through areas where weeds have grown tall, and bushes untamed.

At the far end is a stone slab that has the crumbling remains of what could have been another statue.

Your escort lets out a gasp as he stares at giants standing over the dead bodies of his companions.

There are two **stone giants** and a **stone giant dreamwalker** in the courtyard that have just finished killing the Lathanderites that were guarding the area.

#### ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter. They are not cumulative.

- **Very Weak:** Replace the **dreamwalker** with two **hill giants**.
- **Weak:** Replace the **dreamwalker** with a **stone giant**.
- **Strong:** Replace a **stone giant** with a **hill giant**.
- **Very Strong:** Replace a **stone giant** with two **hill giants**

#### DEVELOPMENT

The giants fight to the death. The dreamwalker touches the first character it charms and petrifies



them. It then adheres the creature having no effect other than keeping the character from being released from the petrification.

The escort blows a whistle and runs to his colleague's bodies to try and heal them. The whistle alerts the clerics at the entrance there is trouble. The other arrive shortly after the fight is over. They offer to heal any characters that are injured. They insist on leaving in order to bring their fallen comrades back to the church. Before they depart, they show the characters where the entrance to the dungeons are.

In a secret cache beneath a flagstone on the edge of the courtyard, lies a golden jar inlaid with precious stones. The jar is a *magic jar* that contains the soul of Ulcaster, the Master of the fallen school. As the characters recover from the fight, the soul of Ulcaster senses their presence.

Ulcaster then possess a Harper character, one who uses the arcane arts, or a character of the DMs choosing if neither are present. There is no saving throw for this.

The area around you becomes noticeably cooler as a figure emerges from the flagstone near the pool. The ghost slams into the body of your companion. A spectral form leaves your companion's body and disappears underneath the same flagstone. Meanwhile, your companion's eyes roll back into their head momentarily before turning to look at the group. They start to talk in a deep echoing voice, "Do not be afraid; I don't wish to harm you. I will leave this body after I speak with you. I am Ulcaster, the master of this once great school. I need your help to wake up from my slumber. I have been waiting for a worthy group to free me from my tomb. If you are willing to help, I can give you directions to the secret room where you can find my body."

If the characters agree to help, Ulcaster relays the following information:

- When the fall of the school was inevitable, Ulcaster took his closest and most powerful advisors into the dungeons.
- He told them that the end was inevitable and that he needed to ensure that his body not be able to be questioned after death. The only way to do that was to capture his soul using a *magic jar* spell.
- He gave his advisors specific instructions on where to put the jar, and how to prepare his body. He also told them to hide in a secret room until the attack is over and the enemies have gone. Ulcaster stocked the room with provisions for them to live on in case of siege.

- Ulcaster is unsure what might have happened after the jar was hidden here in the courtyard, but the advisors never returned.
- While possessing a character, Ulcaster gauges the character's intentions. If they appear amicable and willing to help him, he discloses the location of the *magic jar*.

Ulcaster asks that his jar be brought with them into the dungeons. He tells the characters that his soul will return to his body once they are within 100 feet of it. Finally, he tells the characters where the secret door is in the Lab (Part 3 Area B) Ulcaster then exits the character and remains in the jar until his body is found.

### INSPIRATION

If a character is possessed by Ulcaster, and demonstrates entertaining roleplaying as a result, consider awarding the character inspiration.

### TREASURE

The giants carry a total of 100 gp in various coins and three rubies worth 100 gp each.

### DEVELOPMENT

The entrance to the dungeons is beneath the stone slab on which the statue of Ulcaster once stood.

The stone slab that is at the far end of the courtyard is actually a large base on which a very large statue used to stand. The feet are still intact; the broken remains of the rest of statue lie scattered around them. The base and pieces of the statue are made of a white marble.

According to the clerics of Lathander, the statue slides back revealing a staircase leading into the dungeons.

Proceed to Part 3. Forbidden Descent.

## PART 3. FORBIDDEN DESCENT

The dungeons beneath the Ruins of Ulcaster have been barely touched in the centuries since the destruction of the school. Use Appendix. Forbidden Descent Map.

The stairs are made of the same marble as the statue. They descend into the darkness below the plateau. The air is still but the chill makes the dampness uncomfortable.

The stairs end in a hallway that leads south with a passage branching off to the east.

### GENERAL FEATURES

The ruins have the following general features:

**Light.** There is no light anywhere in the dungeons unless indicated. The description assume that the group has a light source. Adjust any descriptions if that is not the case.

**Ceilings.** The ceilings in this underground area are 15 feet high in the passageways, and 20 feet high in the rooms.

**Smells.** The smells of rot and mustiness permeate this area.

**Climate:** It is damp and cold down here.

**Tunnel Collapse.** The tunnel that continues south from the initial three-way intersection needs a little work before the characters can get through.

If the characters wish to try and be quiet, they may make a DC 15 Wisdom (Perception) check to notice that the obstruction is a trap constructed to make a lot of noise if the blockage is cleared. Also, if successful, that character can guide the others in removing the rocks quietly. Otherwise, Levanna hears them coming and is prepared for them. (Area D).

### A. THE NEST

Several undead creatures have made a nest in this room. They have been given orders from Levanna, the vampire that rules over the Ulcaster dungeons, to get rid of any intruders that happen into the underbelly of the Ruins of Ulcaster.

The room looks like the nesting grounds of some foul creatures. There are tattered tapestries being used as beds, and small bones scattered throughout the room.

There are five humanoid creatures in this room. Most are lounging about, but some are walking around annoying those that are resting. A few are chewing on the remains of small mammals. Seeing you, they hiss and lunge forward to attack.

There are five **vampire spawn**. They are ravenous and attack interlopers on sight.

### ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter. They are not cumulative.

- **Very Weak and Weak:** Remove a **vampire spawn**
- **Strong and Very Strong:** Add a **vampire spawn**

### TACTICS

The creatures fight to the death and pursue any characters that flee.

### TREASURE

Nestled among the makeshift beds is a ruby and emerald-encrusted ivory statue of a wizard worth 1,500 gp.

### B. ULCASTER'S LAB

Ulcaster used this room to create magic items.

Ruined stone tables line the walls of this chamber. Broken glass and twisted metal are mixed in with the rubble on the floor. Nooks are carved into the stone walls, below which lie pieces of broken glass, some in piles of powdered and granular substances. The dampness underground has caused some of the substances to cake, or become a paste. There is a large urn on the wall you came in; although it remains stoppered and standing, the urn is broken, with large cracks and piece broken off. A stone chest lies in the far corner of the room.

There are cracks along the southern wall, and the wall has slightly shifted because of it. There is a large puddle near the wall where the cracks are. There are no other exits in this room.

There are three **black puddings**, one **slithering tracker**, and two **banshees** in this room.

There is a secret door in here that leads to the Ulcaster's "tomb." A character inspecting the walls who succeeds on a DC 15 Wisdom (Perception) check finds the secret door leading within.

On brief inspection, the chest appears to be nothing but a solid piece of stone. A successful DC 20 Intelligence (Investigation) check means the character finds a secret compartment that pops open revealing two intact vials with liquid inside each (see Treasure, below).

If the characters are "accompanied" by Ulcaster, he identifies the secret door and the potions.

## TREASURE

The characters find a *potion of cloud giant strength* and a *potion of superior healing* in this room. There is also a flawless diamond worth 600 gp.

## C. THE TOMB OF ULCASTER

This area is where the body of Ulcaster lies in state—waiting for the return of its soul. It is not alone, however. The secret door, once found, requires a DC 15 Strength (Athletics) check to open.

The secret door is hard to open because of the shifted wall, but it eventually does so with a gasp, as an ancient seal is broken. As the door opens, braziers on either side of this room ignite, flooding the room with bright light. The change in pressure kicks dust up into the air.

The room contains a stone altar the size of a sarcophagus, though there is no immediately discernable way to open it. It has the symbol of Oghma carved into it. There is a shelf with open containers scattered about, more empty containers lying on the ground, some human skeletons, and many other small bones about the floor. There are dried blood stains scattered across the floor. However, the element of the room that sticks out the most is a gaping fissure in the floor.

The containers once held different kinds of food, and water, but are now completely empty. The skeletons belonged to the mages that were hiding with Ulcaster. They found themselves unable to open the secret door because of the damage the wall sustained in the attack, and subsequently died of starvation before they could return Ulcaster's soul to his body.

The opening in the floor is 7-feet long and 10-feet wide, and is deep and dark. A breeze whistles as it works its way up from somewhere far below. The fissure is difficult to maneuver around and a character that is pushed into the rift must succeed on a DC 10 Dexterity saving throw or fall within. Adjacent characters can grab falling colleagues as a reaction—granting a second saving throw. If a character still doesn't save, they fall 20 feet landing on a ledge, taking 10 (2d6) bludgeoning damage from falling. It takes a DC 10 Strength (Athletics) check to climb the walls to get out of the crevasse. If a rope, or other means of help, is lowered to the character, no check is needed.

The stone altar is hollow, and Ulcaster's body lies within, preserved by the altar's magic. The altar can only be opened from within. As soon as the *magic jar* enters the room, the soul of Ulcaster possesses the

body inside. Once this happens, five **wraiths** emerge from the skeletons in the room.

A screech is heard as five dark, spectral forms arise from the skeletons in the room.

## ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter. They are not cumulative.

- **Very Weak or Weak:** Remove a **wraith**.
- **Strong:** Add a **wraith**.
- **Very Strong:** Remove three **wraiths**. Add four **ghosts**.

## DEVELOPMENT

At the beginning of the second round a **beholder zombie** rises from the chasm and joins the fight.

Once the battle is ended, a panel on the side of the altar falls to the floor and an ancient human with a long white beard emerges—Ulcaster. He is quite old, and has trouble moving but is otherwise quite alive. If the characters help him to the courtyard, he suggests they leave him while they continue on with their mission.

Ulcaster reveals the location of a cache behind another panel in the altar and informs the characters that they're welcome to have what is there in exchange for saving him from that stone box. He also tells the characters to seek Oghma further in the complex. Ulcaster travels along with the characters, but does not assist in combat.

## TREASURE

Inside the compartment in the altar is 80 pp, and an *opal of the ild rune*.

## XP AWARD

If they rouse Ulcaster from his "sleep" award each character 250 XP.

## ROLEPLAYING ULCASTER

Ulcaster is an aged man. However, he is still vigorous and active. His mind is also as sharp as it was when he was a young man. He is sometimes impatient with those that do not understand his ramblings, but is understanding of those that do not have the intellectual level as himself. He is hard on his apprentices thinking that it will make them more successful.

## D. THERE SHE IS!

The characters find SEER, but she is not happy to see them.

A rough tunnel continues to the south. Ahead the passage opens up into a dimly lit room.

Let the characters make a plan of attack before you continue with the narrative below and adjust it to work with any plan they come up with.

This room has an altar on the southern wall. To the east there is a rough passage that leads out of the room.

A pale woman sits on a large pile of pillows. An older Shou woman has her head resting in the other woman's lap. A creature similar to the ones at the entrance, uses its claws to comb through the woman's hair. Stroking the resting woman's head, the pale woman says, "My dear, we have company, don't be rude."

The resting woman rises and stands next to the woman who spoke. The woman fits the description of SEER. Her face is expressionless as she stands motionless.

The pale woman addresses you, "Welcome to my lair. I am Levanna and these are my pets. You may know one of them. I see your determination has allowed you to get past my minions at the entrance. Let's see how you fare against me." She smiles and her fangs are clearly visible, as she hisses at you.

Levanna is a **vampire** spellcaster and there is also one **vampire spawn** with her. The altar is to Mystra, the goddess of magic that controls the Weave.

### MYSTRA: THE MOTHER OF ALL MAGIC

Mystra is the Goddess of Magic. She is worshipped by mages and those that use magic and magic items. Many Faerûnians that fear magic and its power also pray to her for protection.

Mystra controls the Weave, which is the force that allows those that are magically inclined to access magic. She was killed by Cyric, God of Lies and Murder, on the request of her sister, Shar. Mystra was brought back by a group of her chosen followers.

### TACTICS

SEER succumbed to Levanna's charms and has been with her since. She fights alongside the vampire. However, she only casts spells that benefit her captor. She does not directly attack the characters. If the charm on SEER is broken, she falls to her knees. She is unable to aid the characters do to her physical and mental sake. The characters may wish to knock SEER unconscious (AC 12 (15 with *mage armor*), 99 HP, +6 on all saving throws).

### ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter. They are not cumulative.

- **Very Weak and Weak:** Remove the **vampire spawn**.
- **Strong and Very Strong:** Add a **vampire spawn**.

### SEER'S ACTIONS DURING COMBAT

SEER acts last in each round.

- On her first turn, she casts *haste* on Levanna.
- The second round she casts *mage armor* on herself.

After that she uses her action on each of her turns to Dodge. She reserves her reactions each round to **assist Levanna** by performing one of the following:

- *Counterspell* any spells cast against Levanna. She has three 4th level spell slots available for this.
- SEER also has the Portent diviner class feature with the following rolls: **2, 16, 20**. As a reaction, SEER can replace any attack roll, saving throw, or ability check made by a creature she can see with one of these foretelling rolls. SEER must choose to do so before the roll, and she can replace a roll in this way only once per turn. Each roll can be used only once.

### DEVELOPMENT

If the characters failed the Wisdom (Perception) check in the General Features section of Part 3: Forbidden Descent, above, SEER has cast *mage armor* on herself already. She has readied an action to cast *haste* when something other than one of Levanna's allies enter the room.

Levanna uses *misty escape* to escape through the rubble of the eastern corridor. Once she has escaped, she flees to another lair she has some distance away.

SEER collapses to the floor unconscious when Levanna is defeated or escapes. Healing and restoration spells do not rouse her from this state. A successful, DC 15 Wisdom (Medicine) check reveals that her breathing is regular and there doesn't seem to be a physical cause for her state. A character succeeding on a DC 15 Intelligence (History) check knows that meditation is a common practice among Shou culture, and allows the body to heal itself and rest. While unconscious, SEER can be easily carried back to Beregost.

Characters investigating SEER's possessions that succeed on a DC 17 Intelligence (Investigation) check find a piece of parchment in a concealed pocket within her robes.

The parchment has written instructions on the location of Ulcaster's secret library—written in a combination of Dwarven script and Giant runes. Characters able to read Giant discern that the note describes a ritual titled "Oghma's Gifts," but without

the ability to read the runes, it makes little sense. Because of the way that the notes are written, it more closely resembles a written code; this renders it incomprehensible to spells such as *comprehend languages*. It should become quickly apparent that the instructions are beyond the characters' current capabilities—the only one that may be able to understand and perform the ritual lies unconscious before them. The next step is no doubt to let her recover.

#### ROLEPLAYING LEVANNA

Levanna is a centuries old vampire who has laired in the Ruins of Ulcaster. She is confident, condescending, and viciously cruel. She rarely loses her temper, and oozes sarcasm.

#### TREASURE

There are fine silks draped throughout the room worth 500 gp. She also has a chest that contains 30 pp, two large diamonds worth 500 gp each, a platinum circlet inlaid with rubies and emeralds worth 700 gp, a jade statuette of Mystra with seven stars made of pearl around the base worth 250 gp, and a small golden gong worth 350 gp. Lastly, she has an ancient illuminated manuscript concerning the Time of Troubles; it is bound in leather, and gilded in gold. Within, vellum pages bear illuminated, golden letters enhanced with images of the symbols of the Gods. The book is housed inside a wierwood box with platinum fittings, and set with a faintly-glowing, blue sapphire. The book is worth 400 gp. Finding the box requires a successful DC 18 Intelligence (Investigation) check.

The altar has a secret compartment in it that can be found with a successful DC 15 Intelligence (Investigation). Inside is a mahogany box. The box contains a granite orb that is adorned with the stein (stone) rune in crystalline veins that run across the surface. This is an *orb of the stein rune*.

#### XP AWARD

If the characters subdue SEER (rather than kill her), award each character 750 XP.

## CONCLUSION

You hear the ringing of a bell coming from above ground.

Outside is a surreal scene. An enormous pirate ship resting on a cloud looms over the ruins. The bell is ringing on the ship. There are dozens of long ropes that lower men onto the ground running. They are making their way to the ruins at a fast pace. The pirates appear too strong and numerous to fight, and with your weakened charges in tow you have no choice but to focus on escape.

You manage to hide in the surrounding hills, and watch the ship move to hide within the nearby mountains. You need to get these injured back, and figure out the next plan of attack.

The characters are able to travel back to Beregost with little trouble. Hsing is very grateful to the characters for rescuing his mistress.

Hsing asks them to kindly stick around until SEER has rested a bit, because he is certain she would like to thank them herself for helping her.

#### TREASURE

If the characters rescued SEER, she awards them with 1,000 gp for their efforts. If the characters killed her rather than subduing her, Hsing is devastated. He provides no additional reward and curtly dismisses them.

Ulcaster is very grateful to the characters for rescuing him. He awards them 1,000 gp in gratitude.

Harper characters that escort Ulcaster to the faction leader in Beregost satisfy the requirements of their Faction Secret Mission.

## REWARDS

Make sure the players note their character's rewards on the 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
Stone Giant	2,900
Stone Giant Dreamwalker	5,900
Vampire Spawn	1,800
Banshee	1,100
Black Pudding	1,100
Slithering Tracker	700
Ghost	1,100
Wraith	1,800
Beholder Zombie	1,800
Levanna	13,000
SEER	3,900

### NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Return Ulcaster to his body	250
Saving SEER	750

The **minimum** total award for each character participating in this adventure is **11,250 experience points**.

The **maximum** total award for each character participating in this adventure is **15,000 experience points**.

## TREASURE

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

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

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

### TREASURE AWARDS

Item Name	GP Value
Giants	400
Vampire Spawn	1,500
Flawless diamond	600
Ulcaster Tomb	800
Levanna's Riches	3,000
Ulcaster Reward	1,000
SEER reward	1,000

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

### OPAL OF THE ILD RUNE

*Wondrous item, rare (requires attunement)*

This triangular fire opal measures about three inches on each side and is half an inch thick. The ild (fire) rune shimmers within its core, causing it to be slightly warm to the touch. Properties of the *Opal of the Ild Rune* can be found in **Player Handout 2**.

### ORB OF THE STEIN RUNE

*Wondrous item, rare (requires attunement)*

This orb of granite is about the size of an adult human's fist. The stein (stone) rune appears on it in the form of crystalline veins that run across the surface. Properties of the *Orb of the Stein Rune* can be found in **Player Handout 3**.

### POTION OF CLOUD GIANT STRENGTH

*Potion, Very rare*

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

## POTION OF SUPERIOR HEALING

*Potion, rare*

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

## RENOWN

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

**Members of the Harper (Harpshadow)** that successfully resurrect Ulcaster and return him to their faction **gain an additional renown point**, and mark the **completion of a secret mission** on their adventure logsheet

## DOWNTIME

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

## DM REWARDS

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You receive **3,750 XP**, **1,875 gp**, and **ten downtime days** for running this session.

## APPENDIX. NPC SUMMARY

The following NPCs appear in this adventure:

**Hsing (SING).** Hsing has been a close friend of SEER for a long, long time. However, while she is insightful and direct, Hsing is distracted and speaks in vague, cryptic riddles. He is also quite lazy and his preferred place is curled lazily around the SEER's shoulders.

Although he is blind, he has very well developed hearing and an acute sense of smell to help him navigate. A gift from Io himself, Hsing's blindness is incurable.

**Levanna (Leh-VAHN-uh).** Levanna is a centuries old vampire who has laired in the Ruins of Ulcaster. She is confident, condescending, and viciously cruel. She rarely loses her temper, and oozes sarcasm.

**Ulcaster (UHL -cast-er).** Ulcaster is an aged man. However, he is still vigorous and active. His mind is also as spark as it was when he was a young man. He is sometimes impatient with those that do not understand his ramblings, but is understanding of those that do not have the intellectual level as himself. He is hard on his apprentices thinking that it will make them more successful.



## APPENDIX. MONSTER AND NPC STATISTICS

### BANSHEE

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 58 (13d8)

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

---

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

---

**Saving Throws** Wis +2, Cha +5

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

**Damage Immunities** cold, necrotic, poison

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

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

**Languages** Common, Elvish

**Challenge** 4 (1,100 XP)

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

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

### ACTIONS

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

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

**Wail (1/Day).** The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her than can hear her must make a DC 13 Constitution saving throw. On a failure, a creature

drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

### BEHOLDER ZOMBIE

*Large undead, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 0 ft., fly 20 ft. (hover)

---

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

---

**Saving Throws** Wis +2

**Damage Immunities** poison

**Condition Immunities** poisoned, prone

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understand Deep Speech and Undercommon but can't speak

**Challenge** 5 (1,800 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

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 14 (4d6) piercing damage.

**Eye Ray.** The zombie uses a random magical eye ray, choosing a target that it can see within 60 feet of it.

1. **Paralyzing Ray.** The targeted creature must succeed on a DC 14 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.

2. **Fear Ray.** The targeted creature must succeed on a DC 14 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 with a success.

3. **Enervation Ray.** The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

4. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 14 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 nonmagical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

## BLACK PUDDING

*Large ooze, unaligned*

**Armor Class** 7

**Hit Points** 85 (10d10 + 30)

**Speed** 20 ft., climb 20 ft.

---

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

---

**Damage Immunities** acid, cold, lightning, slashing

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

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

**Languages** —

**Challenge** 4 (1,100 XP)

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

**Corrosive Form.** A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

## ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

## REACTIONS

**Split.** When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original.

## GHOST

*Medium undead, any alignment*

**Armor Class** 11

**Hit Points** 45 (10d8)

**Speed** 0 ft., fly 40 ft.

---

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

---

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

**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.

**Horrible Visage.** Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's

saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

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

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

## LEVANNA, VAMPIRE (SPELLCASTER)

*Medium undead (shapechanger), lawful evil*

**Armor Class** 17 (natural armor)

**Hit Points** 100 (17d8 +68)

**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 Resistance** necrotic, bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Common, Abyssal

**Challenge** 15 (13,000 XP)

**Shapechange.** If Levanna isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, Levanna can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it

is carrying does. It reverts to its true form if it dies.

While in mist form, Levanna can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

**Misty Escape.** When she drops to 0 hit points outside its resting place, the Levanna transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to the vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit points.

**Regeneration.** Levanna 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 Levanna takes radiant damage or damage from holy water, this trait doesn't function at the start of the Levanna's next turn.

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

**Spellcasting.** Levanna is a 9th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Levanna has the following wizard spells prepared:

Cantrips (at will): *mage hand, prestidigitation, ray of frost*

1st level (4 slots): *comprehend languages, fog cloud, sleep*

2nd level (3 slots): *detect thoughts, gust wind, mirror image*

3rd level (3 slots): *animate dead, bestow curse, nondetection*

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

5th level (1 slots): *dominate person*

**Vampire Weakness.** Levanna has the following flaws:

**Forbiddance.** Levanna can't enter a residence without an invitation from one of the occupants.

*Harmed by Running Water.* The vampire takes 20 acid damage if it ends its turn in running water.

*Stake to the Heart.* If a piercing weapon made of wood is driven into the Levanna's heart while the Levanna is incapacitated in its resting place, the Levanna is paralyzed until the stake is removed.

*Sunlight Hypersensitivity.* Levanna takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

## ACTIONS

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**Multiattack (Vampire Form Only).** Levanna makes two attacks, only one of which can be a bite attack.

**Unarmored Strike (Vampire Form Only).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, Levanna can grapple the target (escape DC 18).

**Bite (Bat or Vampire Form Only).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Levanna, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit points maximum is reduced by an amount equal to the necrotic damage taken, and Levanna 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. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the Levanna's control.

**Charm.** Levanna targets one humanoid it can see within 30 feet of it. If the target can see Levanna, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by Levanna. The charmed target regards Levanna as a trusted friend to be heeded and protected. Although the target isn't under the Levanna's control, it takes the Levanna's requests or actions in the most favorable way it can, and it is a willing target for the Levanna's bite attack.

Each time Levanna or Levanna's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself with a success. Otherwise, the effect lasts 24 hours or until the Levanna is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

**Children of the Night (1/Day).** Levanna magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the Levanna can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the Levanna and obeying its spoken

commands. The beasts remain for 1 hour, or until the Levanna dies, or until the Levanna dismisses them as a bonus action.

## LEGENDARY ACTIONS

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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. Levanna regains spent legendary actions at the start of its turn.

- **Move.** Levanna moves up to its speed without provoking opportunity attacks.
- **Unarmed Strike.** Levanna makes one unarmed strike.
- **Bite (Costs 2 Actions).** Levanna makes one bite attack.

## SLITHERING TRACKER

Medium ooze, chaotic evil

**Armor Class** 14

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft., climb 30 ft., swim 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	10 (+0)	14 (+2)	11 (+0)

---

**Skills** Stealth +8

**Damage Immunities** cold, fire

**Damage Resistance** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 12

**Languages** understands languages it knew in its previous form but can't speak

**Challenge** 3 (700 XP)

**Ambusher.** In the first round, the slithering tracker has advantage on attack rolls against any creature it has surprised.

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

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

**False Appearance.** While the slithering tracker remains motionless, it is indistinguishable from a normal puddle, unless its observer succeeds on a DC 18 Intelligence (Investigation) check.

**Liquid Form.** The slithering tracker can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch.

**Watery Stealth.** While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action.

### ACTIONS

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

**Life Leech.** One Large or smaller creature that the slithering tracker can see within 5 feet of it must succeed on a DC 13 Dexterity saving throw or be grappled (escape DC 13). Until this grapple ends, the

target is restrained and unable to breathe unless water. In addition, the grappled target takes 16 (3d10) necrotic damage at the start of each of its turns. The slithering tracker can grapple only one target 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 attacks

**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 can't 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 specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

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**Life Drain.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *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 creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

## STONE GIANT

*Huge giant, chaotic neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 126 (11d12 + 55)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

---

**Saving Throws** Dex +5, Con +8, Wis +4

**Skills** Athletics +12, Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Giant

**Challenge** 7 (2,900 XP)

**Stone Camouflage.** The giant has advantage on Dexterity (Stealth) checks made in rocky terrain.

### ACTIONS

---

**Multiattack.** The giant makes two attacks with its greatclub.

**Greatclub.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 19 (3d8 + 6) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature it must succeed on a DC 17 Strength saving throw or be knocked prone.

### REACTIONS

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**Rock Catching.** If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

## STONE GIANT DREAMWALKER

*Huge giant, chaotic neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 161 (14d12 + 70)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	10 (+0)	8 (-1)	12 (+1)

---

**Saving Throws** Dex +6, Con +9, Wis +3

**Skills** Athletics +14, Perception +3

**Condition Immunities** charmed, frightened

**Senses** passive Perception 8

**Languages** Common, Giant

**Challenge** 10 (5,900 XP)

**Dreamwalker's Charm.** An enemy that starts its turn within 30 feet of the giant must make a DC 13 Charisma saving throw, provided that the giant is not incapacitated. On a failed save, the creature is charmed by the giant. A creature charmed in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once it succeeds on the saving throw, the creature is immune to this giant's Dreamwalker's Charm for 24 hours.

### ACTIONS

---

**Multiattack.** The giant makes two attacks with its greatclub.

**Greatclub.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 19 (3d8 + 6) bludgeoning damage.

**Petrifying Touch.** The giant touches one Medium or smaller creature within 10 feet of it that is charmed by it. The target must make a DC 17 Constitution saving throw. On a failed save, the target becomes petrified, and the giant can adhere the target to its stony body. *Greater Restoration* spells and other magic that can undo petrification have no effect on a petrified creature on the giant unless the giant is dead, in which case the magic works normally, freeing the petrified creature as well as ending the petrification condition on it.

**Rock.** *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature it must succeed on a DC 17 Strength saving throw or be knocked prone.

## SWARM OF BATS

Medium swarm of Tiny beasts, unaligned

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 0 ft., fly 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

---

**Damage Resistances** bludgeoning, piercing, slashing

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

**Senses** blindsight 60 ft., passive Perception 11

**Languages** —

**Challenge** 1/4 (50 XP)

**Echolocation.** The swarm can't use its blindsight while deafened.

**Keen Hearing.** The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

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

### ACTIONS

---

**Bites.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

## SWARM OF RATS

Medium swarm of Tiny beasts, unaligned

**Armor Class** 10

**Hit Points** 24 (7d8 – 7)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

---

**Damage Resistances** bludgeoning, piercing, slashing

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

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP)

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

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

### ACTIONS

---

**Bites.** *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

## 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 Resistance** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common

**Challenge** 5 (1,800 XP)

**Regeneration.** The spawn regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't on 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 spawn's turn.

**Spider Climb.** The spawn 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 and ability checks.

### ACTIONS

---

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

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

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5ft., one willing creature, or a creature grappled by the spawn, 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 spawn regains hit points equal to that amount. The reduction last until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

## WOLF

Medium beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

---

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

---

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/4 (50 XP)

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

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

### ACTIONS

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



## 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.

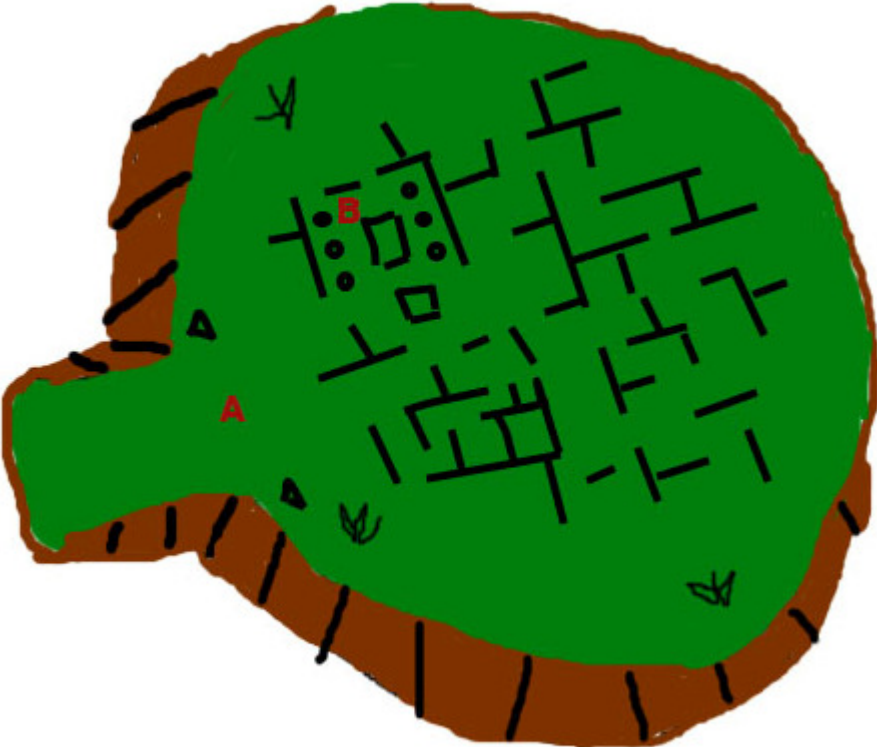
## ACTIONS

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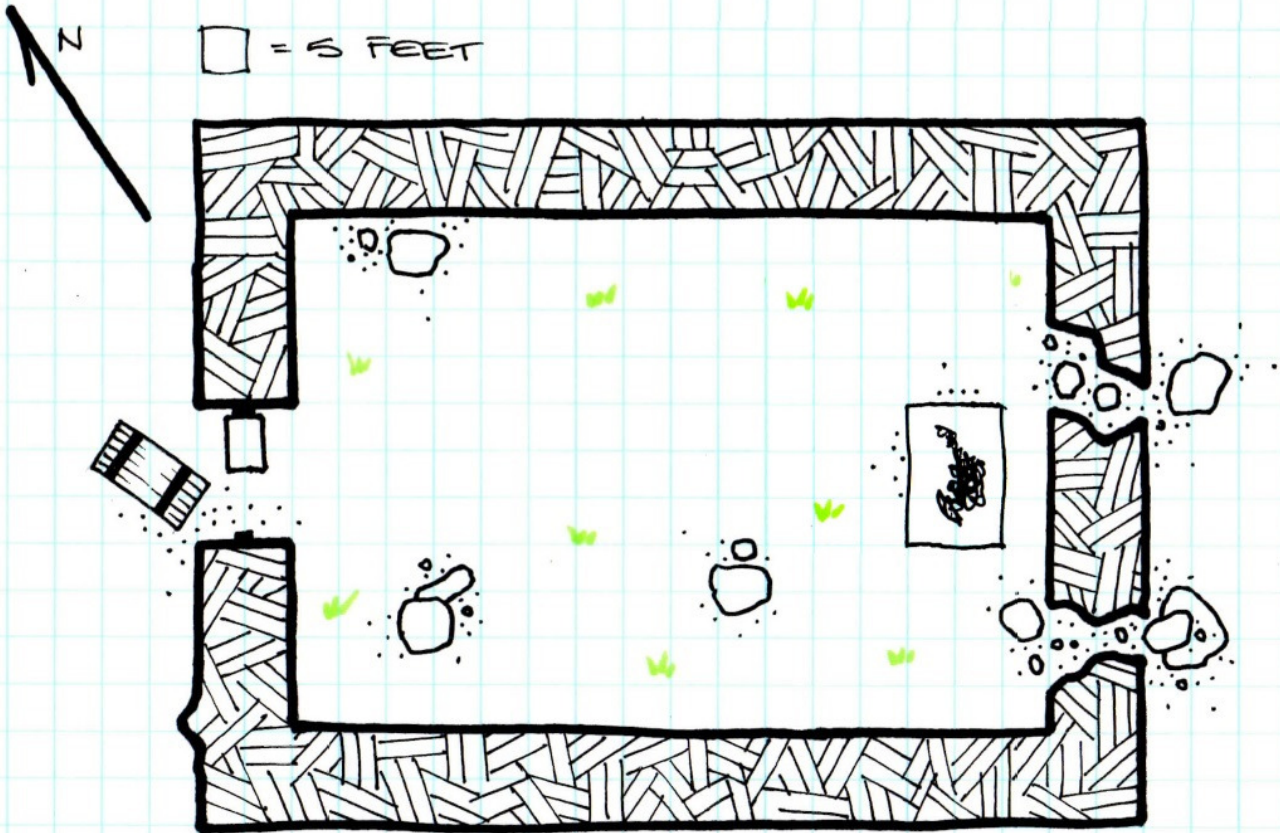
**Life Drain.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long 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.

# APPENDIX. RUINS OF ULCASTER MAP

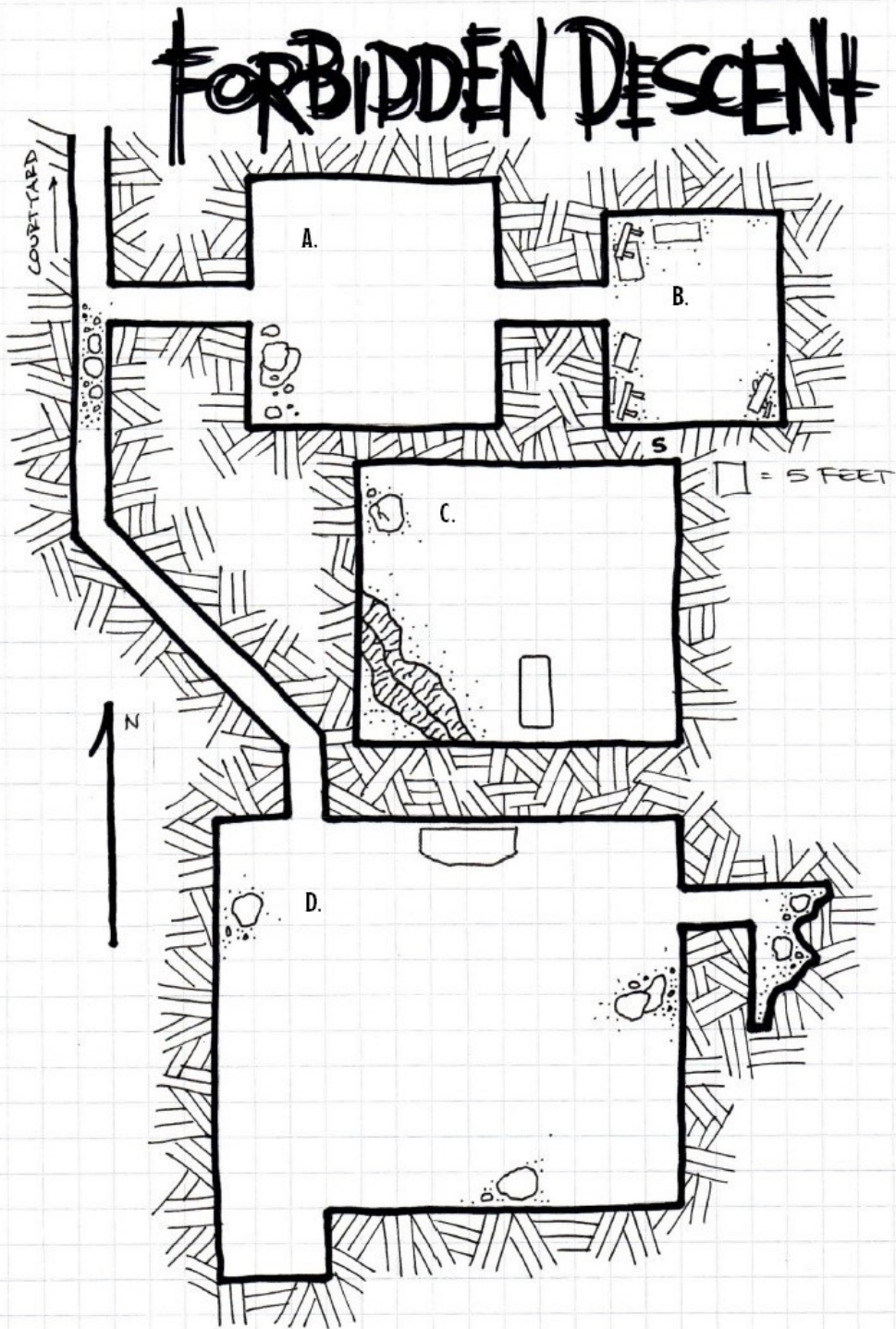


# APPENDIX. THE COURTYARD MAP



# THE COURTYARD

**APPENDIX. FORBIDDEN DESCENT MAP**



## PLAYER HANDOUT 1.

*Friend,*

*Those that Harp have heard of your exploits and wish to give you a mission to complete.*

*We are aware that you intend to travel to the Ruins of Ulcaster. We have reason to believe that the the ghost of Ulcaster himself is haunting the ruins. We are certain that the ghost holds great knowledge and we would like to gain this knowledge. Anything you can do to persuade the ghost to impart this knowledge or lead you to texts that outline it, is what we are tasking you with.*

*If there is anything that you can do to help the spirit to its final rest, we are certain that will only benefit the organization.*



## PLAYER HANDOUT 2. *OPAL OF THE ILD RUNE*

### *OPAL OF THE ILD RUNE*

---

*Wondrous item, rare (requires attunement)*

This triangular fire opal measures about three inches on each side and is half an inch thick. The ild (fire) rune shimmers within its core, causing it to be slightly warm to the touch. The opal has the following properties.

**Ignite.** As an action, you can ignite an object within 10 feet of you. The object must be flammable, and the fire starts in a circle no larger than 1 foot in diameter.

**Fire's Friend.** You have resistance to cold damage.

**Fire Tamer.** As an action, you can extinguish any open flame within 10 feet of you. You choose how much fire to extinguish in the radius.

**Gift of Flame.** You can transfer the opal's magic to a nonmagical item—a weapon or suit of armor—by tracing the ild rune there with your finger. The transfer takes 8 hours of work that requires the two items to be within 5 feet of each other. At the end, the opal is destroyed, and the rune appears in red on the chosen item which gains a benefit based on its form:

**Weapon.** The weapon is now an uncommon magic weapon. It deals an extra 1d6 fire damage to any target it hits

**Armor.** The armor is now a rare magic item that requires attunement. You have resistance to cold damage while wearing the armor.

## PLAYER HANDOUT 3. *ORB OF THE STEIN RUNE*

### *ORB OF THE STEIN RUNE*

---

*Wondrous item, rare (requires attunement)*

This orb of granite is about the size of an adult human's fist. The stein (stone) rune appears on it in the form of crystalline veins that run across the surface. The orb has the following properties, which work only while it is on your person.

**Indomitable Stand.** As an action, you can channel the orb's magic to hold your ground. For the next minute or until you move any distance, you have advantage on all checks and saving throws to resist effects that force you to move. In addition, any enemy that moves to a space within 10 feet of you must succeed on a DC 12 Strength saving throw or be unable to move any farther this turn.

**Stone Soul.** You can't be petrified.

**Earthen Step.** You can *meld into stone* as a bonus action. Once you use this property, you can't use it again until you finish a short or long rest.

**Gift of Stone.** You can transfer the orb's magic to a nonmagical item—a weapon or suit of armor—by tracing the stein rune there with your finger. The transfer takes 8 hours of work that requires the two items to be within 5 feet of each other. At the end, the orb is destroyed, and the rune appears in silver on the chosen item, which gains a benefit based on its form:

**Shield.** The shield is now a rare magic item that requires attunement. While you wield it, you have resistance to all damage dealt by ranged weapon attacks.

**Boots.** The pair of boots is now an uncommon magic item that requires attunement. While you wear the boots, you have advantage on Strength saving throws, and you can use your reaction to avoid being knocked prone.

## RESULTS CODE: JANUARY – FEBRUARY 2017

If you are DMing this adventure during the months of January – February 2017, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to [dndadventurersleague.org/results](http://dndadventurersleague.org/results) to enter their results.

