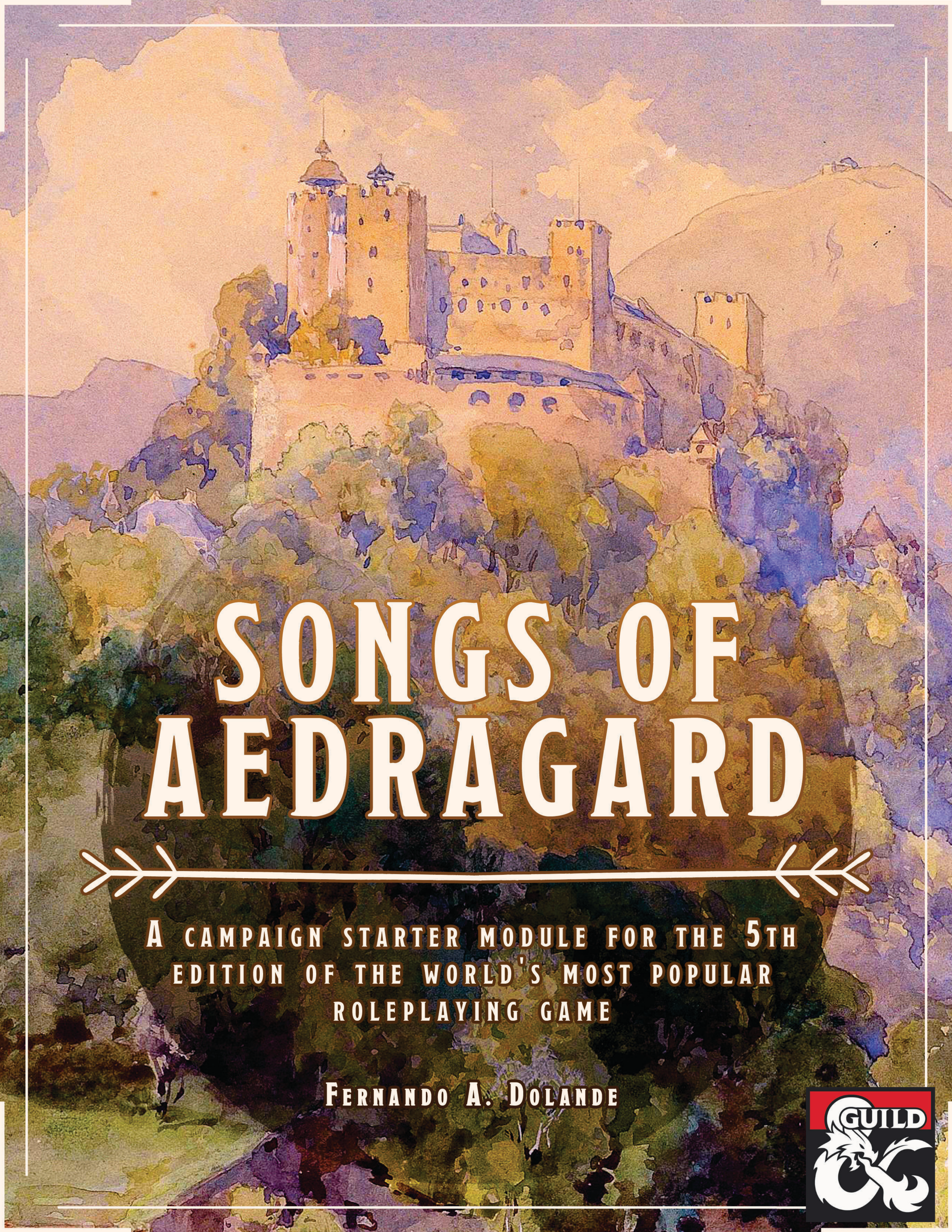


A watercolor illustration of a large, multi-towered castle or fortress perched atop a hill. The castle is rendered in warm, golden-yellow and orange tones, with some blue and purple accents. The surrounding landscape is a mix of green and brown, suggesting trees and rocky terrain. The sky is a soft blend of yellow and orange, with some white clouds. The overall style is painterly and atmospheric.

SONGS OF AEDRAGARD

➤ ————— ➤
A CAMPAIGN STARTER MODULE FOR THE 5TH
EDITION OF THE WORLD'S MOST POPULAR
ROLEPLAYING GAME

FERNANDO A. DOLANDE



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To my wife, who stood with me
with me throughout this journey,
and always pushed me to pursue
my passions.

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SONGS OF AEDRAGARD

CW: Allusions/references to child death.

Synopsis

The characters are hired to find an ancient dwarven stronghold known as Aedragard. Which some scholars translate as “Despair’s Garden” or “Castle of Fear”.

To reach the ruins, they are forced to travel through the Kryptgarden Forest, avoiding the dangers hidden in its acrid fog.

Once they arrive at the stronghold, they find its dungeons haunted. Yet, the spirits are not malevolent, and ask for the characters’ aid.

However, one lies. Having been corrupted by an artifact from a lost age, **Brandon Blackquill** seeks to halt the character’s plans, and turn them into the newest specters of the castle.

She has paid 50 golden dragons, each, just for accepting the quest. Promising 450 golden dragons each if they find the ruins, rid them of any dangers or undesirables dwelling within, prepare it for further occupation. And report back to her with proof of their work.

To help them reach their destination, she gave the characters the **Blackburn Map**. Which she created herself, by cross referencing her clan's records.

Due to its location within the Sword Coast, Songs of Aedragard can be easily integrated into several modules published by Wizards of the Coast, such as Lost Mines of Phandelver.

For advice on how to do this, read Appendix D. Adapting Aedragard.

Adventure Hook

Songs of Aedragard is intended for 1st level characters, and could be used as a campaign starter.

Our characters are hired by a wealthy Waterdhavian merchant, named **Sigrid Blackburn**, to find and secure, Aedragard.

According to her family’s books, the stronghold lies somewhere on the Sword Mountains, overlooking the Kryptgarden Forest, and it was built by her ancestors.



Adventure Background

Besilmer was a dwarven realm in the hills of the valley of the River Dessarin, founded in -4420 DR. Aedragard was its northernmost stronghold, built by Myrris Blackburn to protect the realm from giants and trolls.

Through the decades, Aedragard withstood. Standing time and again against boulder and magic. Bathed in the blood of trolls, its stone darkened, shining as obsidian against the sun.

But, her enemies would not desist. Myrris knew this. Her keep was strong, but even a mountain could crumble against an unrelenting wind.



A mighty artificer, Myrris sought to create an unbreakable barrier, one that not even the giants magic could shatter. She descended to the depths of her keep, working for months on end to finish her work. Then, the fateful night arrived.

Twisted, bloated, and hungry for blood, was the **Darkheart Crystal**. Her magnum opus. She sought to use it to shield her castle, but her incantations had been faulty. The crystal did create a barrier, but not one that protected the living. Instead, it caged the dead.

Grown bold by her craft, Myrris thought her fort unbreachable. Such was her hubris that once her enemies appeared at her door, she invited them in. But when the barrier did not deter her foes, she realized her mistake.

Myrris died that night, as did her retainers. And deep within the dungeons, the Darkheart Crystal gorged on their souls.

Millennia would pass, and Aedragard remained empty, rotting away as its heart slumbered.

Until the day the Knights of the Lavender Crown discovered it. Founded on the principles of courage, and selflessness, these knights traveled the land, offering healing and succor to sick and elderly.

Lacking a home of their own, they rebuilt the castle, and repurposed its halls. Its towers became observatories, The training fields became gardens. And its dungeons became a hospice.

Soon, many villages knew the castle as a place of peace, of healing.

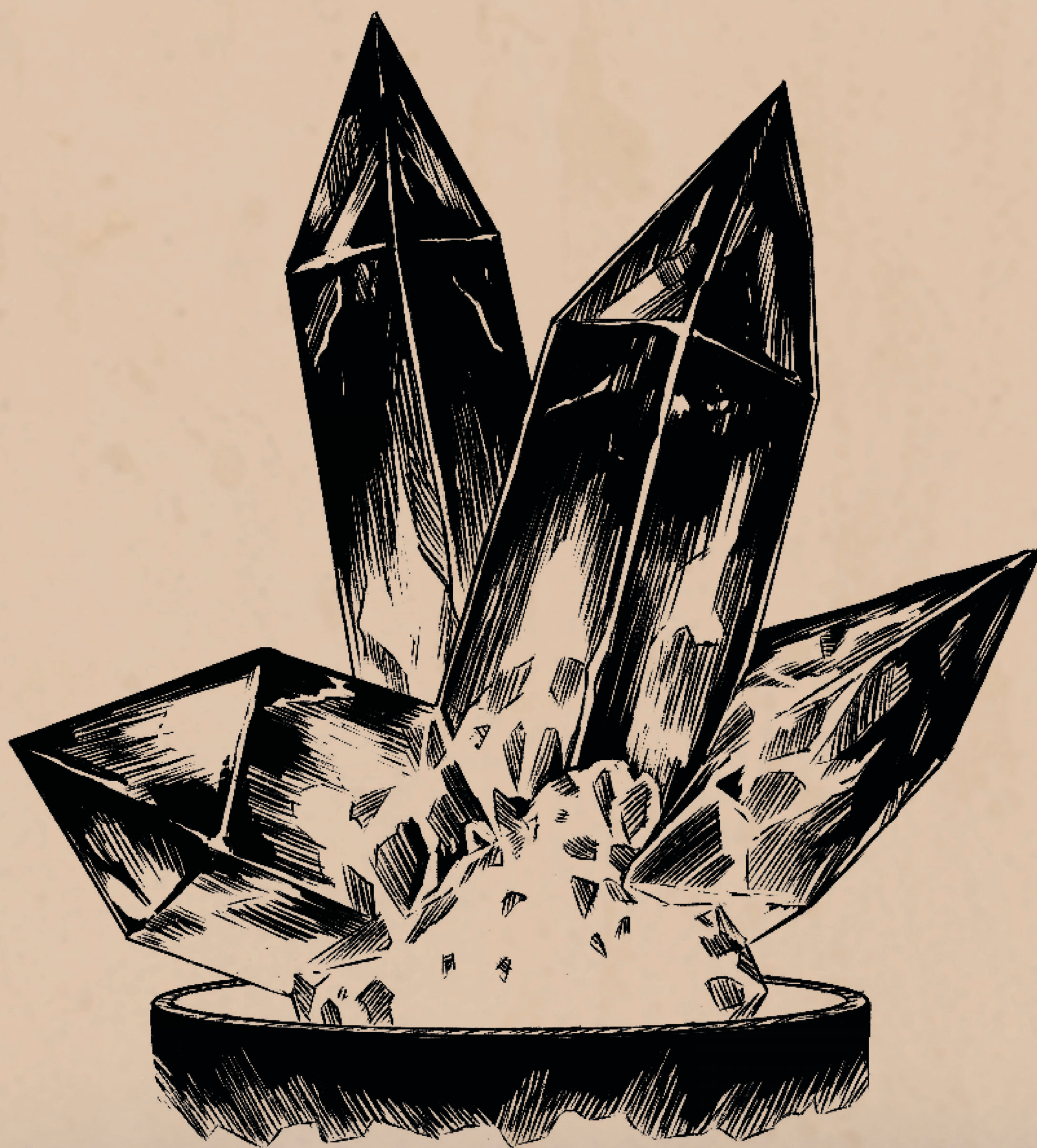
But it was not to last. Old Gnawbones, a green dragon of great power and little mercy, sought to make the forest overlooked by the castle into her new home.

Seeing the knights as a pest, she rained acid upon their home. All they had built faded away, and the Aedragard became a ruin twice over. During the dragon's siege, the entrance to the dungeons collapsed. Those that laid within laid trapped, and slowly faded away over several weeks. Hoping in vain to be rescued.

Desperate, one of these unlucky souls prayed to any who would listen to be spared of this horrible fate. The Blackheart Crystal rose from its slumber, and granted him his wish.

Brandon Blackquill would never be alone again. Those that died after the crystal rose became apparitions, bound to the ruins of the hospice. And the bard grew joyous.

And thus, Aedragard rots away, as these innocent souls spend eternity in sorrow. Until the day someone comes along, and reminds them of the joys of bygone days.



Dramatis Personae

The following is a list of the supporting cast of characters within this adventure.

Razorwing

"The hunt begins..."

Descriptors - She/Her pronouns, bold, sneaky, green dragon, wyrmling, animal lover. Unique statblock (read Appendix A).

Introduced - Scene 1. Shadows in the Fog.

Background - The youngest of Old Gnawbones' children, Razorwing is a consummate hunter, spending days stalking prey along with her wolves. At the start of the adventure, she's fixated on the party, and lays in wait for them to slip up before making her move.

Wants - By engaging with Razorwing in Conversation the party can discover the following wants:

- **Thrill** - These woods are starting to bore me. I want a true challenge to test my skills.

Torlen Cinderhelm

""Them wolves won't catch me next time."

Descriptors - She/Her pronouns, stubborn, mountain dwarf, farmer, Westbridge citizen. Statistics as a Scout.

Introduced - Scene 5. The Hunted.

Background - Born and raised on Westbridge, Torlen is the sole manager of the Cinderhelm farm, as her mother is too sickly to aid like she used to.

When her livestock began to vanish, she took up arms herself to hunt the wolves prowling on her lands. She bit more than she could chew by the time the characters find her.

Wants - By engaging with Torlen in Conversation the party can discover the following wants:

- **Hunt** - Those wolves killed my flock. I need to end them, or they will end my family's livelihood.
- **Family** - Ma is getting old. I need to find a way to keep her comfortable and safe.

Pinefang Tribe

"Protect the eggs, protect our people."

Descriptors - Astute, persistent, group. Kas, Rele, and Zig are Kobolds .

Zihro is a Winged Kobold with the Half-Green Dragon template.

Introduced - Scene 14. Whispering Maw.

Background - A month ago, a tribe of orcs attacked the Pinefang tribe. The kobolds did what they could to fight back, but most the tribe perished.

Kas (she/her), Zig (he/him), Rele (he/him) and Zihro (she/her), barely managed to escape. They retreated to a nearby cavern, and made it their new home. They have laid six eggs since, forming a strong emotional bond, what other races may call "love", towards each other.

Wants - By engaging with any of the tribe's members in Conversation the party can discover the following wants:

- **Survival** - The eggs must hatch. Our children must survive. At any cost.
- **Safety** - Our new home is warm, but voices sing from deeper within it. We worry for what lies beyond.
- **Gear** - We need tools to rebuild, and weapons to protect ourselves.

Sentinel 2B-65

"The world has changed little."

Descriptors - They/Them pronouns, inquisitive, protective, witty, construct. Statistics as an **Besilmer Sentinel** (read Appendix A).

Introduced - Scene 2. Broken Bridge

Background - Crafted in the very heart of Tyar-Besil, the ancient capital of Besilmer, 65 was assigned to protecting the northern roads. They did, until they were overpowered by a band of roving orcs, and their Heart Crystal was removed.

When the characters come across them, 65's armor is overgrown, and their memory has turned faulty.

Wants - By engaging with 2B-65 in Conversation the party can discover the following wants:

- **Discovery** - I worry for what became of my makers. I wish to find the remains of their legacy and preserve it.
- **Protection** - My programming dictates that I ensure the safety of those that cannot protect themselves.

Forni, the Hermit

"Leave me be, smallfolk. And take your prejudices with you."

Descriptors - He/Him pronouns, reserved, hermit, goat-herder, ogre. Unique Statblock (read appendix A). Proficient with drums.

Introduced - Scene 6. Giant Shepherd

Background - Forni was born smarter than most ogres, which quickly earned him the enmity of his kin. Tired of their abuse, he left for more "civilized" lands.

Yet, he found the smallfolk as hateful to him as his own kin had been. Not long after, he came across Aedragard, and made it his home.

Now, he supports himself by herding goats, and sometimes trading with the hunters of Westbridge. He's seldom without the company of his pet mutt, Bark, who he adopted during his time among the smallfolk.

Wants - By engaging with Forni in Conversation the party can discover the following wants:

- **Respect** - You'll speak to me on as your equal, or not at all.
- **Peace** - I care only to remain at peace, and my nights to be quiet.
- **Hunt** - The wolves have eaten of my flock. Soon they shall eat of my axe.



The Ghosts of the Hospice

Shared Descriptors - intangible, forgetful, melancholic. All of these characters use the Apparition stats (see Appendix A), except for Brandon Blackquill, who uses a custom statblock.

After the collapse of its entrance, those who were at the hospice underneath Aedragard started to fade away. Their spirits bound to the dungeons, cursed to relive their last few moments. An echo of their last moments.

Wants - All the Apparitions, except for Brandon Blackquill, share the following wants:

- **Respite** - We tire of lingering. Though we forget it, we know our time has passed.
- **Merriment** - The Summer's End dance will be so much fun. We can't wait for all the music. Maybe it'll lift everyone's spirits.

Individual apparitions have additional wants.

Seille Vinewell

""Tag, you're it!""

Descriptors - She/Her pronouns, playful, calishite human. Seille died on her 8th year.

Introduced - Scene 13. Gastly Giggles.

Background - Seille Vinewell was admitted into the Hospice after a prolonged battle with smallpox. She passed away the night of Gnawbone's attack.

Wants - By engaging with Seille in Conversation the party can discover the following want, in addition to the shared apparition wants:

- **Fun** - I have not met anyone who can best me at Tag!



Lissel Vinewell

""I wonder where my tools ended up.""

Descriptors - She/Her pronouns, aloof, studious, physician, herbalist, calishite human.

Lissel died on her 31th year.

Introduced - Scene 17. Late Deliveries.

Background - Lissel had always wanted to help others. After several years studying in Waterdeep, she returned to Westbridge as a full-fledged physician, and took residence in Aedragard a few months before Gnawbones' attack. She was Seille Vinewell's aunt.

Wants - By engaging with Lissel in Conversation the party can discover the following want, in addition to the shared apparition wants:

- **Work** - I cannot recall the recipes I used to brew. No worst time than now, when they are needed.

Tordek Cinderhelm

"Have I shown you the drawings of my daughter? She's the cutest baby"

Descriptors - He/Him pronouns, whimsy, family minded, mountain dwarf, died at his 67th year.

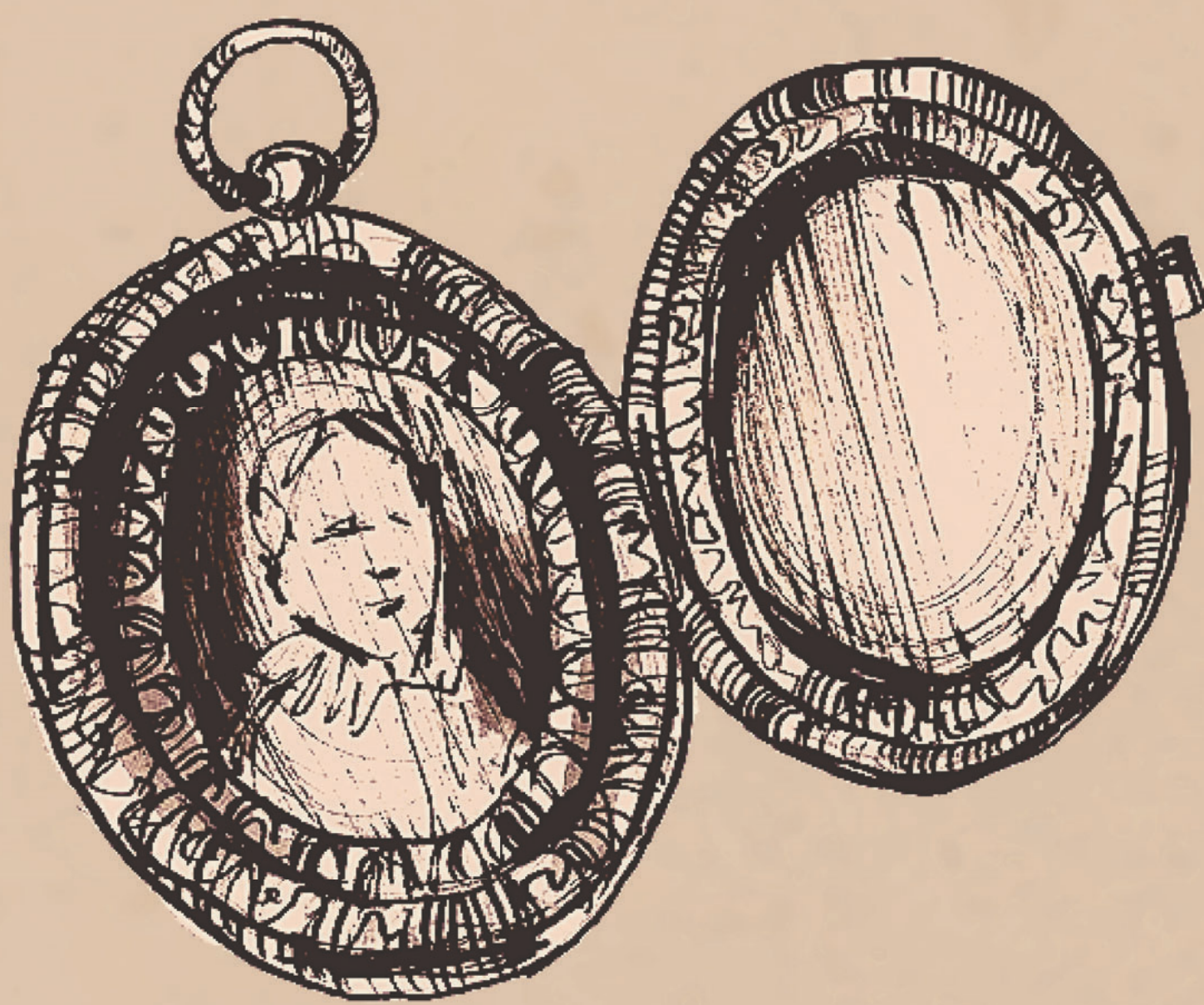
Introduced - Scene 16. Lost Memories.

Background - Rama had always been sickly. She had told him time and again that another would make him happier. But they loved each other, and that's all Tordek needed.

The birth of their daughter did little to alleviate Rama's pains, however. In hopes to get a poultice to alleviate his wife's pains Tordek traveled to Aedragard, and decided to stay the night while the physicians prepared his potion. He passed on seven days after the entrance to the hospice collapsed.

Wants - By engaging with Tordek in Conversation the party can discover the following want, in addition to the shared apparition wants:

- **Keepsake** - I carried a locket with me once. It held pictures of my wife and daughter. I wish I could see them again.



Brandon Blackquill

"The song continues. So long as it sings for me, and I remain"

Descriptors - He/Him pronouns, egocentric, mad, half-elf, bard, died at 25. Unique statblock (read Appendix A).

Introduced - Scene 18. Madness' Designs.

Background - Born and raised in Waterdeep, Brandon left it brokenhearted and alone. He made his way north, into the Dessarin valley. Hoping to start his life anew. He ended up getting lost, and almost starved to death. Only by chance he met a passing knight, that took him to Aedragard to recover.

Granted leave to use a private room when he first arrived, Brandon played music for the sick as payment for his lodgings and treatment. Unbeknownst to him, and everyone else, this was Myrris Blackburn's old room.

The whispers of the dormant Darkheart Crystal drove Brandon to madness, feeding his fears, and inadequacies. Convinced the Crystal was his only way to avoid death and loneliness, Blackquill pledges himself to it in an act of pure desperation. When he died, the crystal granted him unlife, feeding on his misery to remain awake.

Wants - Unlike the other apparitions, Brandon has been corrupted by the Darkheart Crystal, and seeks to preserve it by feeding it misery. If they engage Brandon in a conversation, the characters can discover the following want:

- **Preservation** - So long as the crystal remains, so shall I.

Dramatis Loci

The following is a list of the key locations of the story. Each location has descriptors associated with it. These are words used to convey the location’s key features.

Kryptgarden Forest

Descriptors - Acrid Fog, Ancient, Quiet, Low-Light, Hilly, Overgrown.

Growing at the foothills of the Sword Mts., as mold on bread, is the Kryptgarden Forest. Its trees grow close together, draped in a veil of acrid fog, their crowns depriving the forest floor of light.

Roots protrude from the ground, resembling tangled balls of snakes. What little wind blows within is a feeble excuse of a gust. Hunters and commoners alike avoid the Kryptgarden when they can. Losing their lives to its curse is not worth a few rabbits.

Kryptgarden Sightings

While the characters are traveling within the Kryptgarden Forest, you can roll on, or choose from, this table, to add an extra flare to your narrations.

Roll 1d6 and you find...

- 1. A fallen tree, spiral-shaped mushrooms grow from it.
- 2. A skeleton, tangled among the roots of a tree.
- 3. A circle of trees, with odd runes carved on their trunks.
- 4. A trail of blood, leading to a dead end where the trees grow close together.
- 5. A Stag, staring at you from a distance, it’s crown bloody and goreful.
- 6. A humanoid corpse, hanging upside down from a tree.

Ruins of Aedragard

Descriptors - Desolate, Windy, Cold, Lonely, Dwarven.

The blackened walls of Aedragard are a shadow of its former glory. Its rooms lie empty, filled with dust and cobwebs.

Forni, the hermit, has repurposed the castle’s southernmost tower as his home, which he has filled with pelts, baubles and pots containing pickled vegetables, and lard preserved meats.

Knight's Hospice

Descriptors - Dark, Dilapidated, Cold, Stagnant, Dwarven, Musical.

Utterly devoid of light, Aedragard’s dungeons were built to last. Stone chiseled murals run through every wall, depicting dwarves triumphing against giants and monsters.

Occasionally, whispers echo around the cold halls. Repetitive chants, lacking reason or rhyme.



New Rules: Conversation

Conversation is a simple set of rules that is used to handle social interaction between characters and NPCs, opening the possibility of non-violent confrontations as the default resolution to conflicts.

Songs of Aedragard was written with these rules in mind, and references to them are made throughout the text.

The Golden Rule



The Opposition Doesn't Shoot First



Once swords are drawn, blood will be shed. If the NPCs are the first ones to attack, the players will focus their efforts solely on fighting.

Thus, when planning for an encounter review the desires of your npcs. Don't make them attack first, unless they want to hurt, or kill, the characters.

But if the characters decide it's time to fight, and not talk, then let the arrows fly. This rule is at the heart of the Conversation rules. Violence should be given to the players a choice, not a go-to solution for every conflict.

Wants, Types & Descriptors

When planning an encounter, be it with an individual or with a group of creatures, write down 1 to 3 Wants for them to have.

Wants are phrases describing something the individual or group desires, and are comprised of a type, and a description:

- **Types** are a single word that encapsulates the want at its broadest and most general. They are meant to be punchy, giving you the core desire quickly.
- **Descriptions** are a single sentence that expands on the Want's type, giving it context, and grounding it in the fiction of your game.



Discovering Wants

The Conversation begins when one side approaches the other, with the intent of talking.

Should one or more of the opposition's Wants be obvious, revealing them to your players without a roll is ideal.

If your NPCs have Wants they want to keep secret, ask the players for a Wisdom (Insight) check.



DC = 8 + the opposition's Charisma (Deception) bonus.



Apply Advantage or Disadvantage on this roll based on the fiction of your game. If the party is known to be trustworthy, that may warrant advantage as the opposition is more likely to trust them with their secrets, for example.

- On a success, they discover all of the creature's wants.
- On a failure, they discover only 1 of the creature's secrets wants.

Resolving or Refusing

Once the characters have been made aware of the opposition's Wants, they can act on them as they see fit. As a general rule; working towards advancing the Wants of the opposition will turn the opposition friendlier towards the party.

In turn, working against the Wants of the opposition should antagonize the npcs.

Once a Want has been resolved or refused, a new one may take its place depending on the needs of your game's fiction, and the goals of the NPCs involved.

Example. Roadside Goblins

The party comes across a family of 5 goblins, while traveling from the city of Neverwinter to the village of Phandalin. They have been bullied into robbing travelers by a Bugbear.

This family of goblins will share 3 Wants:

- **Wealth:** We have to bring coin back with us or the Boss will beat us.
- **Freedom:** We must find a way to be rid of our horrible bugbear boss.
- **Kindness:** We can't recall the last time someone treated us with respect.

These Wants tell us, as dungeon masters, that these goblins are looking for a way out of their bondage and mistreatment, and what they are forced into doing by their boss.

Ana, who's playing Margrae the Wizard decides to roll Insight after talking to the goblins. She hopes to discover their wants. The DM considers the goblin's wants, and reveals to Ana their want for Wealth.

Ana asks to roll Insight. She thinks there's more to these goblins than meets the eye.

The DM notes these goblins are not proficient in the Deception skill, so the DC to discover their wants would be 8 plus their charisma modifier. Goblins have -1 on their modifier, so the DC is 7.

Ana rolls Margrae's insight check. It comes as a 13 total. The DM proceeds to reveal the goblin's wants for Freedom and Kindness.

Example. Roadside Goblins cont.

With this new context in mind the party discusses their next step out of game. Rice, who is playing Milo the Rogue, wants to help the goblins be free.

Ana thinks there might be a chance to recruit them to their cause. Margrae might well become the new Goblin Queen!

The party talks some more with the goblins, in-game. They promise to come back and deal with their boss, if they allow the party to reach Phandalin safely.

Milo the Thief consoles one of the goblins, who was clearly distressed earlier.

Since Rice helped show Kindness to them, the goblins are inclined to believe the characters, letting them go with the promise that they'll return to help them rebel against their horrible bugbear boss.



The Song's Structure

The Songs of Aedragard module tells its story over scenes. Each presents the characters with a problem, or choice. At the end a scene, the developments section notes which scene should follow, based on the character's decisions.

A scene is catalogued as either: combat, exploration, roleplay, or a combination of two, denoting what type of challenge the characters must face.

The scenes are categorized by location as well. Three key locations are highlighted in this module, described in the Dramatis Loci: Kryptgarden Forest, The Ruins of Aedragard, and the Knight's Hospice

When you are in need of describing the character's surroundings, note the location in which the scene takes place, and refer to the location's descriptors for inspiration.

The Passage of Time

The module begins at 12:00 PM ingame.

- Scenes in the Kryptgarden Forest take place over a period 2 ingame hours each.
- Scenes in the Ruins of Aedragard take place over a period of 1 hour each.
- Scenes in the Knight's Hospice take over a period of 30 minutes each.

Some scenes will note how much time passes elapses when they happen, instead.

If the characters decide to take a Short Rest, they can do so in between scenes. Each short rest advances the ingame clock by 1 hour.

Starting the Adventure

Before the game begins, given our adventure hook, the characters begin our story midway through the ruins of Aedragard. They left the village of Westbridge the previous day, and made camp in the Kryptgarden Forest yesterday night. So far, their journey has been uneventful.

Leveling & Progression

Characters start the adventure at level 1. They gain +1 level for completing each of the following tasks:

- Reaching the Ruins of Aedragard.
- Reaching the Knight's Hospice.
- Successfully helped the Apparitions pass on to the afterlife.

Extra Equipment

Divide the following items amongst your characters:

- Blackburn Map (See Appendix B. Magic Items).
- 1 Bullseye Lantern and 3 flasks of oil.
- 1 Shovel
- 2 Two-Person, Tent
- 1 Herbalism Kit
- 1 Musical Instrument
- 1 diligent Mule equipped with a pack saddle, saddlebags, bit and bridle.
- 3 days of food for the mule.

These items were provided by the character's patron in addition to their pay.

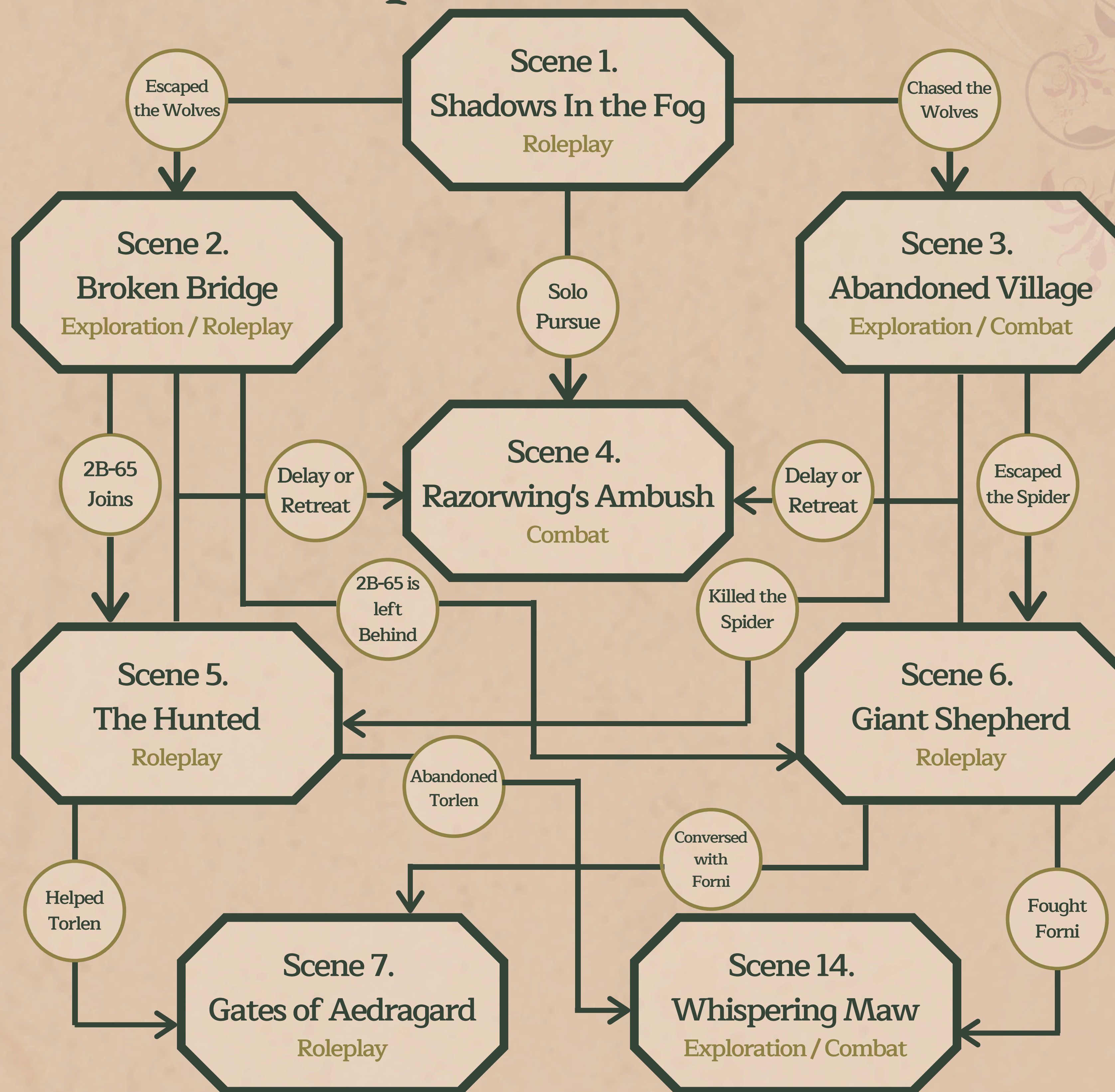
When you are ready, start the characters at **Scene 1. Shadows in the Fog**, and follow the flow of the story.



Chapter I. Kryptgarden Forest

Acrid Fog, Ancient, Cramped,
Quiet, Low-Light, Hilly,
Overgrown.

Chapter I. Scene Flow



The Wolves Purpose

Introduced in Scene 1, the wolves serve the narrative as an invisible barrier between the characters, and their return to civilization. To press them further into the forest, or makes them move or take a choice if they stall. They are a narrative tool at your disposal.

While the characters could start the module off by fighting the wolves, this battle is heavily eschewed on the wolves' favor. If the players see themselves outmatched, allow them a chance to escape the wolves. So, whenever you see a scene going on too long, a players taking too long to decide on a course of action, or the party considering returning to civilization, remind them that the wolves are looking at them from beyond the fog. Their amber eyes exuding hunger and bloodlust.

Scene 1.

Shadows in the Fog

Roleplay Scene

Just yesterday you were in Westbridge, warm and cozy. As you move through the overgrown forest your boots crumble fallen leaves, fog retreats, only to dance back around you.

The taste of vinegar is almost overwhelming, as your cloaks grow damper with each step you take. Then, something moves in the periphery of your vision. A shadow, perhaps. Or the wind playing tricks on you..

Characters may attempt a DC 12 Wisdom (Perception) to find out what lurks around them. On a success, the characters notice 2 wolves per character, gazing at them from 60 ft. away. overlooking the party from a higher vantage point, such as a hill within the woods. On a failed roll, roll on Kryptgarden Sightings (pg 10), and describe what they found.

The wolves are led by a green dragon wyrmling named Razorwing. She remains out of sight, using her Silent Image spell to create the illusion of a moss-ridden dire wolf to divert attention from herself. Razorwing and her pack have been stalking the party since earlier that day, and have decided to make their presence known to frighten them.

This scene's function is to give the players, and their characters, the notion they are in danger, and place said danger between them and returning to civilization.

Development

If the characters try to make haste and escape the wolves, they manage to put some distance between them and their stalkers. Proceed to Scene 2. Broken Bridge.

If the characters try to fight the wolves, the pack retreats, leading the characters deeper into the forest. Proceed to Scene 3. Abandoned Village.

If a single character pursues the wolves on their own, proceed to Scene 4. Razorwing's Ambush, but only for those characters. The rest of the party proceed to either scene 2 or Scene 3, depending on their choices, as noted above.



Scene 2.

Broken Bridge

Exploration/Roleplay Scene

You showed those wolves the meaning of haste, but now your breaths come dry, and painful. As you open your mouth, and the fog rushes in. The taste of vinegar scours your mouth.

Then, you hear running water. Looking around, you find a wide river, and the broken stone bridge that once helped travelers cross it.

Jumping Across. The river is 25 ft. wide. The broken stone bridge is missing 15 ft. at its center. Characters with a 15 or higher strength score can jump across without a roll, provided they have a running start.

Characters with lower strength scores need to succeed on a DC 15 Strength (Athletics) and have a running start to make the jump. On a failed roll, they fall into the river.



Swimming Across. Swimming across the river requires a DC 10 Strength (Athletics) check. On a failure, the character does make it across, but loses two items in its possession to the current. If the character didn't carry or wear anything, they gain 1 level of exhaustion instead.

After the party makes it across, they see someone tangled on the roots of a huge pine tree. They seem to be a dwarf wearing thick platemail, covered in moss and vines. They don't respond if interacted with. This is Sentinel 2B-65 (read, Dramatis Personae)..

They have been dormant under this tree for several millennia. A successful DC 20 (Intellect) Arcana or History check grants a character knowledge about the **Besilmer Sentinels**, as shown on Appendix A. Dwarves roll this check with advantage.

Reactivating 2B-65 requires knowledge of the Heart Crystal within his chest.

A character who succeeded on their Arcana or History check to identify the sentinel knows about the crystal. Spellcasting characters can spend a 1st level spell slot as a ritual to re-activate 2B-65, filling his crystal with magical energy.

Development

If the characters re-activate 2B-65, they join the party, offering to guide them to Aedragard, and keeping them safe. Proceed to Scene 6. Giant Shepherd.

If the party fails to reactivate 2B-65, proceed to Scene 5. Hunted.

Scene 3.

Abandoned Village

Exploration/Combat Scene

Odd formations of stone begin to appear as you delve deeper into the forest. Some close together, others far apart. All covered in moss, vines and glass. Along the way you see a stone pillar. Dwarven runes chiseled on it.

Characters who can read dwarvish can translate the runes as “Morvolir, servant of Aedragard”.

Those who decide to investigate the ruins find that all that remains of the village are its foundations, a single domeshapped building still stands in what remains of Morvolir.

Carved next to its doorless frame are runes, translating as “Oath Hall” from dwarvish.

The Oath Hall. The hall is a 15 x 25 ft. building. A door frame on one end allows entry. The area within is heavily obscured.

A Giant Spider has made her home here, carrying a Swarm of Spiders on her back. She rests on the ceiling of the hall, waiting for prey to come in.

Characters entering the hall can make a DC 17 (Wisdom) Perception check to notice the giant spider by looking up. Otherwise, they are surprised. This check fails automatically if they have no sources of light.

Combat begins, roll initiative. Combat ends when the characters die, or if the giant spider is killed, in which case the swarm disperses.

Development

Should the character choose to leave the village without exploring the Oath Hall or defeating the spiders, proceed to Scene 6. Giant Shepherd.

If the characters defeat the giant spider, they are free to search the oath hall undisturbed. At the scene’s conclusion they find the following:

- A beautiful longsword grasped by hand of a halfling skeleton. This is Arvaral (described in Appendix B. Magic Items)
- A Pipe of Smoke Monsters, covered in cobwebs, hanging from a dwarven skull.
- A holy symbol of Lathander made of tarnished silver, clutched by the hands of the halfling and dwaven skeletons. It's worth 35 gp.

After they have thoroughly looted the place, proceed to Scene 5. The Hunted.



Scene 4.

Razorwing's Ambush Combat Scene

You reach a small clearing where the grass vanishes into a sea of fog.

The forest's tall woods loom over you, and eyes bright and hungry gaze upon you from all around.

The clearing is a 25 x 25 ft. circle, surrounded by tall trees. The odd mossy rock breaks the monotony of the scenery. Fog covers the ground. The wind dies.

If the characters enter the clearing, 2 Wolves per character appear from the woods, surrounding them.

Razorwing remains out of sight, hiding among the trees.

They do not participate in combat unless attacked. The character can roll a DC 19 Wisdom (Perception) to notice the wyrmling.

Combat begins, roll initiative. Combat ends if the characters die, or the wolves are killed.

When half of her wolves are killed, Razorwing joins the battle. The wolves fight to the death, Razorwing retreats if reduced to 10 HP or less.

Development

If the characters fight the wolves, play out combat to its logical conclusion.

If the party survives or retreat, return them to their previous scene.



Scene 5.

The Hunted

Roleplay Scene

The fog billows and thickens as the sun starts to set, birthing twilight. Your brow sheds fat drops of sweat, your breathing grows heavier.

Days seem to have gone by since you stepped into this cursed place. Then a scream breaks the silence around you. Soon followed by a bestial whimper.

Investigating the source of the scream eats up a few minutes, but requires no roll. Their search takes them to a tree stump, and a dwarf wearing a hooded hide cloak. Her leg bleeding heavily.

This is Torlen Cinderhelm (read Dramatis Personae). 10 ft. from her, lies the corpse of a wolf. Arrows protruding from its neck and belly. Torlen has 3 hit points remaining, and has accrued 3 levels of exhaustion.

She takes 1 damage at the end of every minute after the party discovers her, due to the bite wound on her left leg. If her HP reaches 0, she falls unconscious, and starts dying.

If the party decides to help her, they can stop the bleeding with a successful DC 10 Wisdom (Medicine) check, but they can only make one check per minute. Any spell or item that recovers hit points will stop the bleeding.

If the characters try to discover Torlen's Wants, they can learn about her want for healing without the need to roll.

Development

If the characters succeed at stabilizing Torlen, she asks them to take her somewhere to rest, warning that the wolves wouldn't be far behind. She knows of an old ruin where they could hide. Proceed to Scene 7. The Gates of Aedragard.

If the characters abandoned Torlen to her fate, or failed to stabilize her wounds, wolves begin to appear from amongst the fog. Should the party decide to fight them, Proceed to Scene 4. Razorwing's Ambush, even if they have already played this encounter.

If the party decides to escape from the wolves, proceed to Scene 14. Whispering Maw.



Scene 6.

Giant Shepherd Roleplay Scene

The fog turns a sickly hue of yellow as the sun begins to set. Then, rocks begin to bounce off the ground, as if something large approached. Followed by the baa-ing of two dozen sheep.

Following them at a steady pace, a huge creature appears from among the trees. Their body covered by hides and the pelts of wolves and bears. A tired looking hound, fat and mangy, walks by its side, barking at any sheep daring to delay.



The giant herding the sheep is Forni, the Hermit (read Dramatis Personae).

He is an ogre, and is followed by faithful mutt, Bark (as a Mastiff). If he takes note of the characters, scoffs, them, he continues to make his way.

If the characters try to engage Forni in a Conversation he's silent at first. Having been hurt by smallfolk before, he's naturally distrustful of them. A DC 10 Wisdom (Insight) check can reveal Forni's wants.

Medium characters make this check with disadvantage. Characters who have attacked him automatically fail this roll.

Development

Characters who approach Forni with peaceful intents find him to be amiable, and very straightforward. He'll warn them about the wolves, and speak freely of his hatred for the creatures. Proceed to Scene 7. The Gates of Aedragard.

If the characters decide to attack Forni, he retaliates, joined in battle by Bark. Roll initiative. Combat ends if Forni and Bark are reduced to 0 HP.

With the Ogre and his dog dead, the wolves begin to appear from the fog. If the party decides to fight them, proceed to scene 4. Razorwing's Ambush.

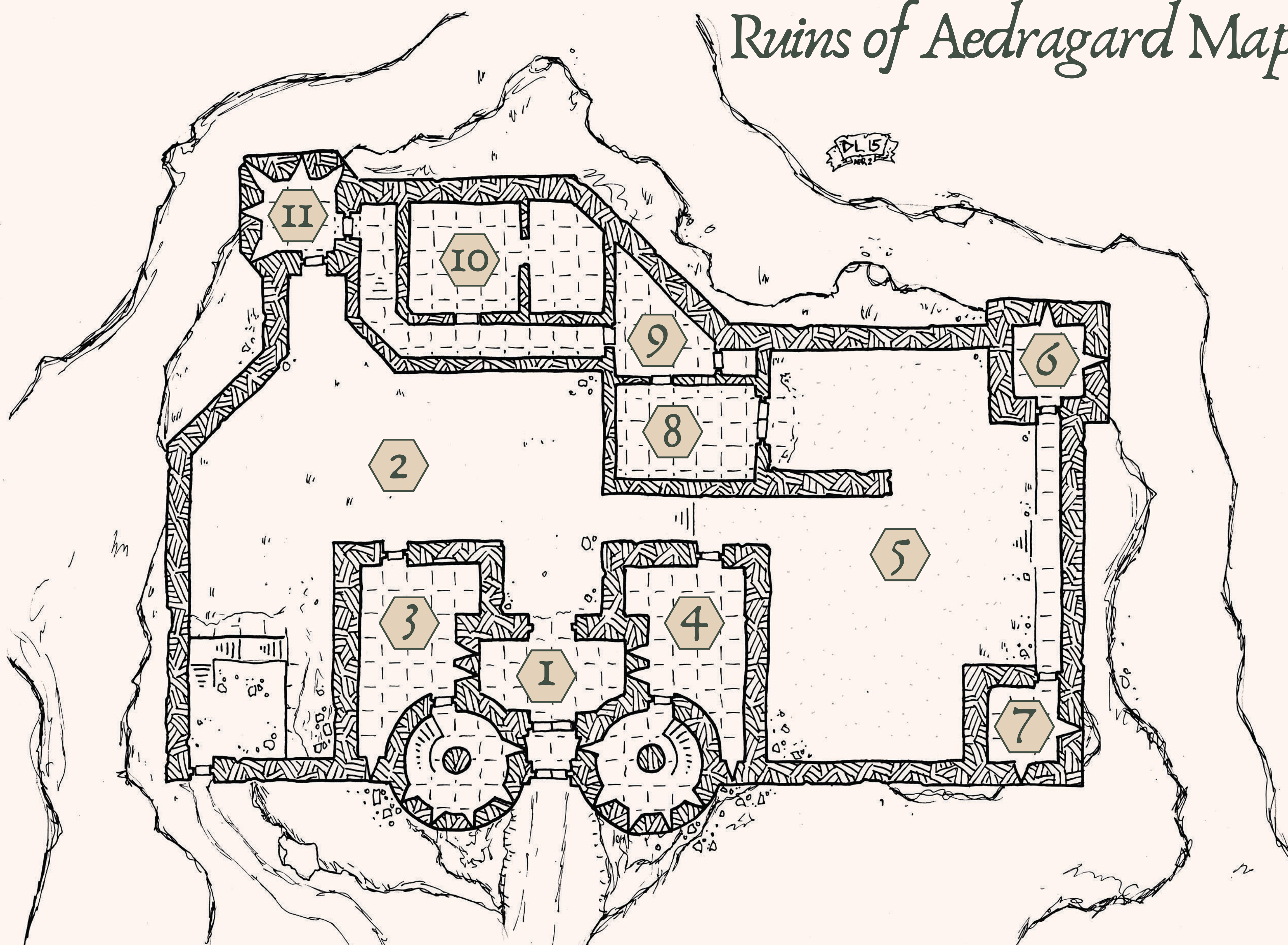
If the party decides to escape proceed to Scene 14. Whispering Maw.



Chapter 2.
Ruins of Aedragard

*Desolate, Windy, Cold,
Lonely, Dwarven.*

Ruins of Aedragard Map



- | | |
|--|--|
| <p>I The Broken Gates - Beyond the empty frames where doors would be, is a dusty room leading to a vast courtyard. Scene 7. starts here.</p> | <p>6 Ms. Wooly's Hideout - Reeking of burnt oil, this tower is the home of a boogie. Scene 11. happens here.</p> |
| <p>2 Arming Yard - filled with short grass, and sheep droppings.</p> | <p>7 Melted Tower - All that remains of this tower is a husk. The stones appear melted and blackened.</p> |
| <p>3 Forni's House - Filled with furs, and pots containing sheep meat preserved on its own fat.</p> | <p>8 The Shrine - Frescos lay in ruins. Instruments of worship are scattered all over. Scene 9. happens here.</p> |
| <p>4 Servant's Lodge - Rotten wood and mattresses are scattered all over. A pristine white dress rests on a bed.</p> | <p>9 The Kitchen and Pantry - Rusted knives hang from ropes off the roof. Two skeletons embrace by a broken stove.</p> |
| <p>5 Flower Garden - Bright flowers of all kinds grow here, undisturbed by all but the gentle mountain winds. Skeletons wearing rusted armors lay among them.</p> | <p>10 Knight's Quarters - A layer of ash covers every broken piece of furniture within. Scene 10. happens here.</p> <p>II Fallen Belltower - The top half of the tower is missing, scattered all over the place. Scene 12. happens here.</p> |

Scene 7.

The Gates of Aedragard Roleplay Scene

The fog thins as you edge closer to the forest's end. Once the trees are behind you, you lie facing the sword mountains.

A quarter of the way up one of the smallest peaks, lies a ruined castle. The sun's dying light reflects upon its obsidian walls. It's towers resemble boated blackened hands, reaching to the sky in vain.

After a short walk up the mountain's road, the characters arrive at Aedragard. The gatehouse lacks doors, allowing them to walk right in. Refer to Map A., which notes the castle's locations. These may be briefly described or be tied to a scene.

Development

If the characters decide to take a long rest, proceed to Scene 8. A Lonely Night.

If the characters decide to explore Aedragard, allow them to choose the location they wish to visit, and present them any information you deem necessary. If the location contains a scene, play it out.

Scene 8.

A Lonely Night Roleplay Scene

The sun's death heralded the night.

As the stars shine down upon you, and the chilled mountain wind ruffles your cloaks, you find solace amongst each other and in the flickering flames of your campfire.

This scene occurs over a period of a Long Rest, and advances the ingame clock by 8 hours. During this rest, the characters can take two watches.

Ask them who'll remain awake each time. If you want to give the players prompts to flesh out their backstories, this would be a good place to do it.

If you need help, choose or roll a question from the Nightly Questions Table. NPCs that joined the party beforehand can interact with the characters at different points through the night, as follows:

2B-65

Sixty Five helps with setting up camp, and provides clean water to the party using their Create or Destroy Water spell. Since they don't need to sleep, they join both of the night's watches.

Characters engaging Sixty Five in conversation can discover their wants automatically.

Their want for discovering the remnants of the lost realm of Besilmer is something they'd want to tackle once the party is in a safer place. Sixty Five's tone should carry an air of nostalgia.

Forni

if Forni guided the party back to Aedragard, he offers the characters heavily salted food at the start of the first watch, and joins them for dinner if invited. Otherwise, he retreats to his house, and goes to sleep.

A character that has shown Forni respect until now can reach out to him, and be privy of his background. Forni's tone should be one of frustration, as he's tired of dealing with prejudice.

Torlen Cinderhelm

The hunter's wounds were deep enough to send her into slumber as soon as camp was raised. She wakes up during the second watch, still in pain, but better rested.

She comments on the wolves prowling the forest, and readily shares her wants. Torlen readily comments that she knew of Aedragard from her mother, who once told her her father had traveled to the fortress in search of a miraculous medicine.

Torlen's tone should carry worry and anxiety, as she's worried about her mother, and the damage the wolves could be doing to her farm.

Nightly Questions

Roll 1d6 and ask...

1. Which item in your possession bears emotional significance to you, and who gave it to you as a parting gift?
2. As you stare into the flickering flames of your campfire, which bittersweet memory comes to the forefront of your mind?
3. As the wind ruffles your cloak, what lost comforts are you reminded of, and why can't you go back to that life now?
4. You struggle with an aspect of camping. Which is it, and why did your former life didn't prepare you for this?
5. You hear a barely audible whisper, coming from the fallen belltower. To whom, from your past, does the voice sound like, and why did you hurt them?
6. You find something in your person that you didn't have before. Roll on the Trinket table. Why would you have this?

Development

Once both watches are completed, this scene ends. The characters can explore the castle at their leisure.

If they come across a location with a scene attached, play it out. If the characters want to take another long rest, do not replay this scene. Skip ahead 8 hours, instead.

Scene 9.

Life and Light Exploration Scene

A stone arch, devoid of its doors, leads into what appears to have once been a chapel. The right hand wall is covered with the remains of the collapsed roof, blocking a door.

Frescos on each of the walls depict people working fields, tending to livestock, caring for the wounded. A motherly figure riding an oxen seems to guide the people. She carries a sickle on one hand, and flowers grow from the other.

In the sun, above the people, sits a man wearing a golden crown. His hands extended to the world below. A stone broken altar in the center of the room lies surrounded by dusty and battered instruments of worship.

Characters attempting to discern the nature of this room can realize, without rolling, that it was once used as a chapel.

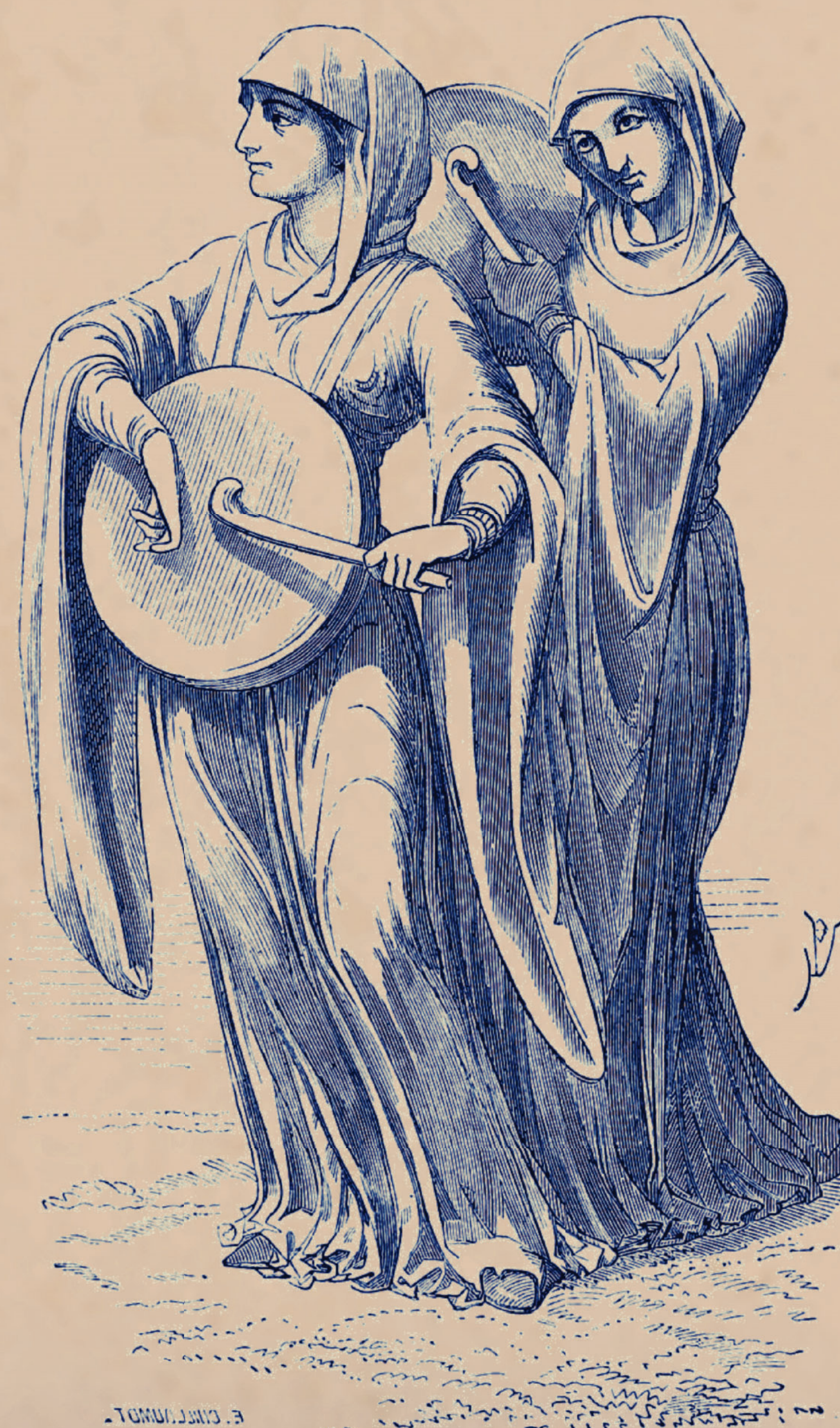
Those proficient in the Religion skill recognize the figures depicted in the frescoes to be Chauntea, Goddess of Agriculture, and Lathander, God of the Dawn. Those without proficiency in religion can discern this with a DC 10 Intelligence (Religion) check.

Divine Missive. If one of the characters touches the altar, they experience a vision. A scene of a young couple and a number of children equal to the number of characters cleaning a rustic house in the mountains.

A DC 15 Intelligence (Investigation or Religion) check reveal that the vision might be divine in origin, and that Chauntea and Lathander desire their chapel cleaned and restored.

A single character can clean up the chapel in 5 hours. For each character after the first, reduce the time spent by 1 hour (min 1 hour). If a character is proficient in the athletics skill, they reduce the time needed by 2 hours instead.

Blocked Door. The door on the rightmost wall leads to the kitchen and pantry (area 9), and it's blocked by rubble after the roof of the chapel collapsed. Cleaning the blockage requires 1 hour of work, which counts towards the overall goal of cleaning the chapel.



Development

If the characters clean the rubble blocking the door to the kitchens, they can safely access the living spaces of the castle (areas 9 and 10). After cleaning the chapel, the characters can perform a ritual to rekindle it's holiness.

A DC 15 Intelligence (Religion) allows them to perform the ritual, which involves burning dry herbs, dancing, and chanting for 1 hour, successfully. The character who received the vision had advantage on this skill check.

Once the ritual is successfully completed, the characters feel their bodies imbued with renewed vigor and fervor.

The characters who participated in the cleaning, and the ritual, gain inspiration.

The next time they gain a level, they can opt to take a level in Cleric (Light or Life domains only), ignoring its multiclass requirements, showing the deities favor towards them.

Lastly, a stone falls from the altar, revealing a secret compartment. Within lie the Drum of the Harvest (read, appendix B), 2 Potions of Healing within ceramic jars, and an odd enameled talisman depicting a human headed cockatrice, worth 75 gp



Scene 10.

Knightly Memoirs Exploration Scene

As you open the door to this room, it crumbles to the ground. It's hinges giving up for good.

Within, ten bunk beds stand in two rows. Rotten wooden chests stand in front of each bed, their contents spilled all over the floor. An arch missing a door leads to a smaller room, with four beds.

Skeletons lay on each but one. Cobwebs covering them, and the rusted armor they wore in life.

The characters can discern these rooms were once used as sleeping quarters for the residents of the castle.

The smaller room probably belonging to people of greater rank.

Looting. Checking the chests for valuables reveals most of the items within have decayed over the last few decades, with the exception of coins. A total of 137 cp, 255 sp, and 17 gp can be looted from this room.

Last Knights. The skeletons resting on the beds seem to have passed away peacefully. Examining them requires a DC 15 Intelligence (Investigation) check.

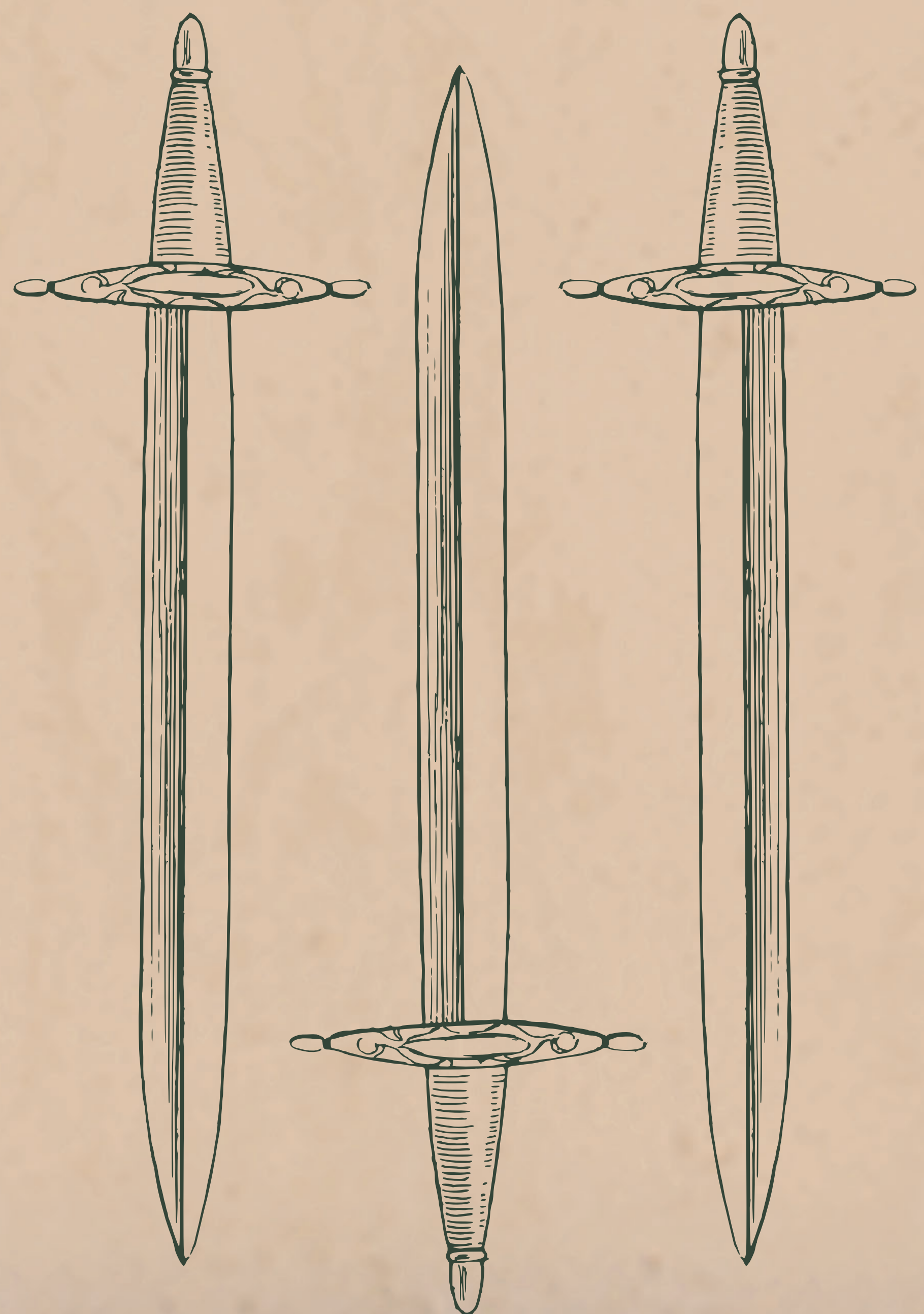
Development

If they succeed at examining the bodies of the knights the characters discover one of them to be holding onto a small leatherbound book.

This is a spellbook, containing the Alarm, Find Familiar, Identify and Tenser's Floating Disk spells.

In addition, the spellbook contains the Knight Commander's Diary (read appendix C) on its last few pages.

The other skeletons hold onto withered swords. All three once wore chain shirts. This equipment is worthless to anyone but a desperate Rust Monster.



Scene 11.

Left Behind

Roleplay Scene

The eastern towers appear unscathed by whatever destroyed the rest of the castle.

As you climb up and stand atop the parapet, overlooking the world below, you hear a raucous voice coming from one of the towers.

Characters who attempt to discover the source of the voice, notice that it came from the northeastern tower (area 10). The tower exudes the penetrating scent of burnt oil, and chamomile. Attempting to open the door to the tower proves difficult, as it's locked from the inside.

A successful DC 15 Dexterity (Thieves' Tools) check can pry open the lock. A successful DC 15 Strength (Athletics) check can blow the door open. Knocking on the door grants the characters a response from the tower's mysterious voice.

Within the tower lives a stuffed-bear-looking Boggle named Ms. Wooly. When Seille Vinewell was close to death, her feelings of loneliness brought forth Ms. Wooly.

The two grew close in those last few days, as they shared a love for mischief and pranks. Wooly remembers those days fondly. After Seille passed, Ms. Wooly made her home at this tower, as she couldn't bear to be around the apparitions on the hospice. She has been gathering trinkets to keep herself busy.

Development

If the characters knocked on the door, Ms. Wooly answers warily, asking for their business. If the characters ask about the apparitions of the hospice, Wooly asks for their intentions.

If the characters state they wish to help the apparitions move on, Ms. Wooly opens her door, and begs them to help Seille find peace. To this end, she allows them to take anything they want from her "collection".

Wooly knows that the passage to the Hospice lies in Area 11. She also knows of the entrance through the caverns from Scene 13., and shares this information readily.

If the characters say they wish to destroy the apparitions, Ms. Wooly uses her dimensional rift ability to leave her tower, and make her way down the hospice. If the characters attack Seille after this scene, Wooly joins the battle, fighting to the death to defend her friend. If the characters blew the door open, or pryed open the lock, Ms. Wooly looks at the agasted. Roll initiative, and play out combat to its logical conclusion.

If reduced to 5 HP or less, Ms. Wooly uses her dimensional rift to escape, and plot her revenge on the characters. Whenever offered, or taken, characters looking through Ms. Wooly's vast "collection" can find: 2 Simple Weapons, 1 Martial Weapon, An Abacus, 2 bags of ball bearings, a bucket, 50 ft. of silk rope, and a pitcher filled with stagnant water. All of these items are covered in a thin layer of sticky purpleish oil, reeking of rancid chamomile tea.

Scene 12.

Broken Bell's Echoes

Exploration Scene

A half buried bell lays at the feet of the broken western tower. Wood and stone surround it. It's iron surface is covered in rust spots. Grass growing all over it.

Facing the bell is the hollow door frame of the tower, covered by piles of debris. A faint chuckle echoes from within, laughter follows.

The Buried Bell. Characters who examine the bell closely can attempt a DC 25 (Intellect) Investigation check. On a success, the character notes that there's a tiny glimmer at the bell's crown. A piece of the iron shell has been eaten up by rust, revealing gold underneath.

Collapsed Entrance. The rubble blocking the bell tower's entry was caused due to the bell's collapse. The voices coming from within are echoes of the apparition's talks in the hospice. A single character can remove the debris in 3 hours.

For each character after the first, reduce the time spent by 1 hour (min. 30 minutes). If a character is proficient in the athletics skill, they reduce the time needed by 2 hours instead.

Development

The bell is made out of solid gold, but was disguised with an iron shell during the final days of Myrris Blackburn's life. In the centuries that followed, nobody noticed this fact. Overall the bell is worth a small fortune, but moving it would require excavating it, and returning it to a city where it can be examined and sold.

If Sigrid Blackburn is made aware of the bell's true nature, she offers the characters 80% of the profits of its sale, provided they help her transport it to Waterdeep.

If the characters clean the debris, they discover a spiral stairway leading to the castle dungeon, as well as a small wooden chest that, while dusty, seems undamaged. Within it, they find a **Periapt of Health**.

If the characters decide to descend and brave the darkness, proceed to Scene 13. **Gastly Giggles.**







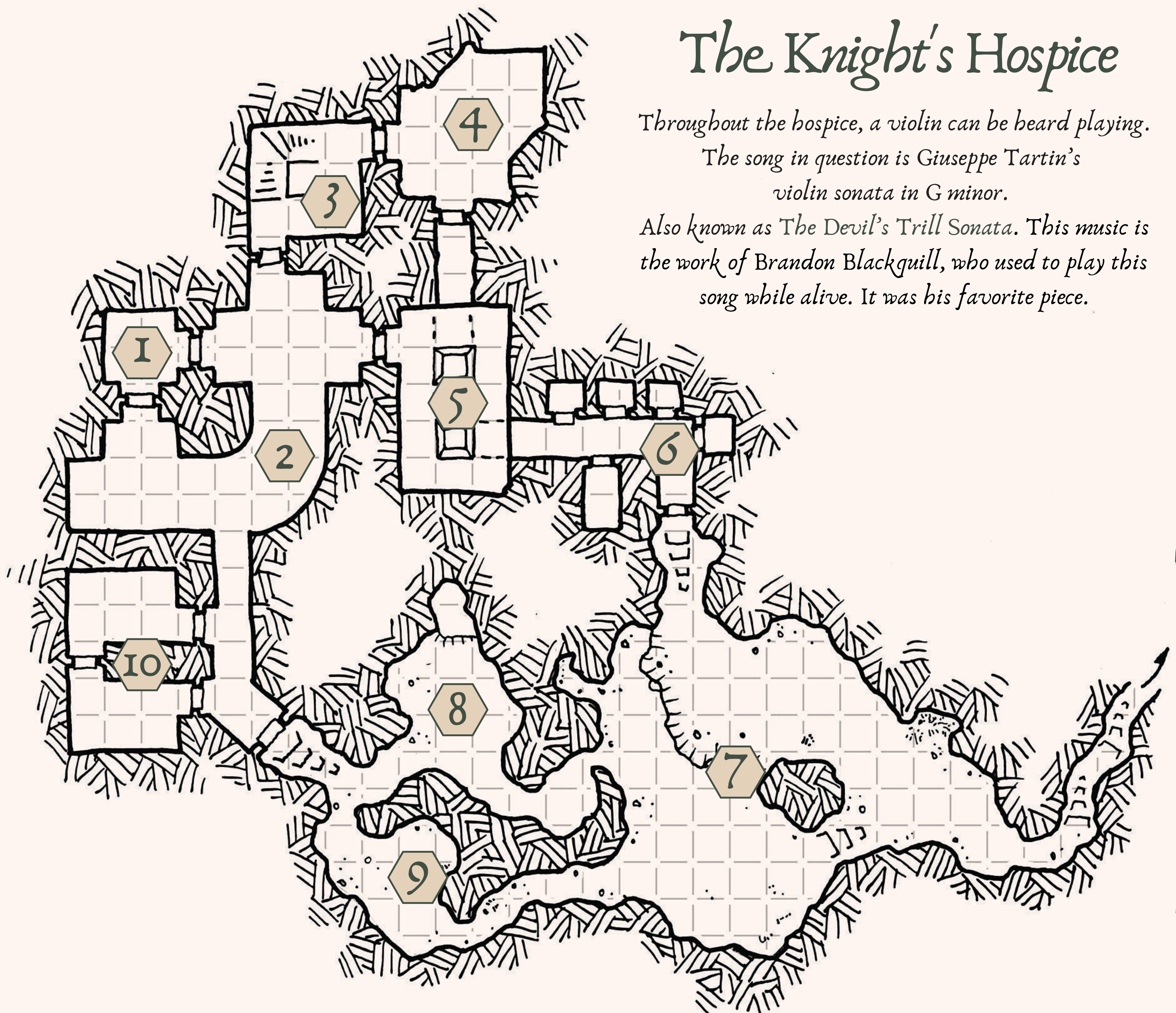
Chapter 3.
The Knight's Hospice

*Dark, Cold, Stagnant,
Dilapidated, Dwarven, Musical*

The Knight's Hospice

Throughout the hospice, a violin can be heard playing.
The song in question is Giuseppe Tartin's
violin sonata in G minor.

Also known as The Devil's Trill Sonata. This music is
the work of Brandon Blackquill, who used to play this
song while alive. It was his favorite piece.



- 1** The Stairway - Broken bones are scattered about. Scaling the stairway leads to area 5 of the Ruins of Aedragard. Scene 13. starts here.
- 2** Hallway - Furniture and shelves are turned over, making it difficult to move around.
- 3** Ruined Path - Empty crates and barrels lay scattered about. A stone stairway without railings lead deeper into the dark. Scene 15. starts here.
- 4** Infirmary - A single stone pillar supports this room, surrounded by four stone slabs on a cross-shaped pattern. Scene 17. occurs here.
- 5** Meeting Hall - Two wooden pillars support a beautifully adorned room. The fine furniture within seem undisturbed by the passage of time.
- 6** Holding Cells - Five rooms are barred by grated steel doors. It's hinges rusted and stuck. Most are empty.
- 7** The Great Cavern - Luminescent green fungi grow along the cavern walls. Scene 14. occurs here if the characters enter the cavern through the Kryptgarden Forest.
- 8** The Abyss' Passage- A passage covered in a sticky, mucus-like, substance seems to descend on forever, leading to the Underdark.
- 9** Hideout - Several dolls, made of straw and wood, lay scattered across the floor. An oil-like substance, reeking of stale chamomile tea, covers them all.
- 10** Dormitory - Half of the roof of this room collapsed, crushing all underneath. Scene 16. occurs here.

Scene 13.

Gastly Giggles Roleplay Scene

Finely chiseled stone slabs form a spiral stairway, leading deeper into the heart of darkness. Giggles, can be heard, growing louder the deeper you go, as if the stones themselves mocked your bravado. Music follows, sounds like those of rapidly struck cords of a viol.

The descent ends suddenly. You stand on a room, small and dusty. Old, faded frescos decorating its shattered walls.

Then, the visage of a translucent child peers at you from beyond a doorless arch on one of the walls. She giggles, and runs away, her feet leaving ash and dust scattering away as she runs.

The girl the characters see is Seille Vinewell, previously described in *Dramatis Personae* (pg. 8). Seille was a playful child when she was alive, and remains so as an apparition.

She waits for the characters to enter area 2 of the hospice before appearing again.

At the earliest opportunity, she yells “Let’s play tag!”, at no character in particular, lounges towards them, and tags them with her spectral hand, quickly passing them by.

Development

Playing Tag. If the characters agree to play tag with Seille, a skill challenge begins. Seille runs around areas 1 and 2, taking full advantage of her incorporeal movement trait to fade through walls and floors if the characters get close to catching her.

The characters need to succeed on 3 out of 5 skill checks, with a DC 10, to win at Tag. The players can choose any one skill to try and catch Seille, so long as they can explain away how they utilize it, and the DM agrees it makes sense for the situation at hand.



The usage of spells, gear, or cooperation in creative ways may confer advantage to these rolls.

Winning the game leaves Seille satisfied, and she engages with the characters in a conversation following their victory, allowing them to discover their wants without rolling.

Losing the games leads to Seille laughing, but encouraging the characters that they'll do better next time. She vanishes then. Seille returns to area 2. After an hour, allowing the characters to play with her again.

If the characters deny Seille's request to play, she vanishes as if they had lost the game.

Fighting Seille. If the characters attack Seille, roll for Initiative. She uses her Wailing Rebuke reaction whenever she's attacked. On her turn, Seille will use her actions and moves to dash, disengage or hide, vanishing thought the nearest wall at the earliest opportunity.

If Seille, and the other apparitions within the hospice are destroyed though violence, proceed to Epilogue 3. Midnight.

Merriment? If the characters ask Seille about the Summer's End festival, as per her Merriment want, she blooms with energy, jumping up and down in place with excitement. She states the following:

"There's music! My aunt and dad always take me to see the bards during the festival. Are they playing this year too?"

Scene 14.

Whispering Maw Combat / Roleplay Scene

The sun's faint glow fades slowly, as you run away from the hungry wolves that pursue you. They welcome the night, their eyes glowing green, yellow and blue, undeterred by the darkness coating their furs.

Trees pass by as you run. Then, on the corner of your eyes you see, a wound on the earth. A mouth of stone, a cavern.

Light flickers from within, and smoke billows out of it. As you move closer to it, the wolves slow their pace. Stopping completely once your hands touch the walls of the cavern.

At the time of this scene, night has fallen. During this time, the forest is a heavily obscured area, meaning characters without darkvision are effectively blinded. If the characters enter the cavern, the wolves stop pursuing them, and retreat back into the fog.

The passage of the cavern is thin, and barely 5 ft. across, forcing the characters to march on a row if they wish to advance. As the push onwards, the characters are forced to endure the smoke coming from within.

After several minutes of walking, the passage opens up into a larger cavity (Area 7 of the Knight's Hospice Map).

The faint glow they saw outside turns out to be a campfire, which seems to be producing more smoke than heat.

The characters can notice a cloister of green eggs, roughly the size of a football, placed close to the fire, and a single green-scaled kobold, tending the embers.

Then they hear screams from deeper within the cavern. Seconds later, two green kobolds and a winged kobold can be seen running towards the fire, fleeing from an enraged carrion crawler, from area 8. At the sight of the characters, one of the kobolds yells “HELP!” in common.

Development

These kobolds are the **Pinefang Tribe**, previously described in *Dramatis Personae* (pg 6).

Defending the Kobolds. If the party decides to help the Pinefangs deal with the carrion crawler, roll for initiative. The carrion crawler is hungry, cruel and bestial. It will fight to the death.

The Pinefang Tribe share a single initiative, acting together and using their slings when possible, avoiding engaging with the crawler in melee at all cost.

Zhiro, the winged kobold and tribe’s chieftain, will use her breath weapon whenever possible. She does her best to avoid getting the other kobolds or the characters caught in her breath’s range. After the battle is over, Zhiro will thank the characters for their help, and invite them to share their campfire, much to her kin’s concern.



Conversing. The Pinefangs, unlike other kobolds, are lawful neutral, and mean no harm to the characters unless they are attacked first. If the characters decide to engage the tribe in conversation, they can attempt a DC 7 Wisdom (Insight) check. Success reveals the kobolds’ wants.

Odd Noises. The Kobolds know that there are strange songs coming from within the cavern, but are concerned that investigating that themselves might lead to their deaths, or the endangerment of their eggs. If the tribe’s want for Gear is resolved, Zhiro offers to join the party while exploring the caverns.

Ignoring the Call. If the characters do not help the Pinefang Tribe against the crawler, the kobolds find themselves out of their depth, and are gruesomely killed by the crawler within 3 combat rounds. The monstrosity devours their bodies, and returns to area 8 after a few minutes. If the characters explore area 8 after this scene, the crawler attacks them by falling from the ceiling of the cave, but has only 37 HP left.

Scene 15.

Madness' Sonata

Roleplay Scene

The music grows louder as you approach. The cords struck faster, carrying odd reverberations. As if whoever is playing grows more manic with each note played.

Looking down from the stairway, you see the translucent shape of a man, wearing a robe. A ghostly viol in his hands. As you draw close, his eyes open, and the music stops.

The man facing the characters is **Brandon Blackquill**, previously described in *Dramatis Personae* (pg. 9). Unlike the other apparitions, Brandon seems fully aware of his own condition, and remarks to the characters that they should depart the hospice, but gives no reasons as to why.

Brandon's tone is formal, cold, and clinical, revealing little of his true intentions. If engaged in conversation, the characters can discover Brandon's wants by succeeding on a DC 15 Wisdom (Insight) check, rolled at a disadvantage.

Development

Darkheart's Thrall. If the characters leave him be, Brandon begins to follow them through the hospice. He sees the characters as a threat to his own existence. Whenever they destroy the other apparitions through violence, or try to perform the Summer's End festival, they cannot be allowed to succeed.

If the characters try to fulfill the other apparition's wants, Brandon will intercede to ensure they fail. Once per scene, he'll impose disadvantage on a roll made to help fulfil an apparition's want, such as during Seille's game of tag, or when the characters try to help Lissel remember her recipes. If the characters fight any of the apparitions after their initial encounter with Brandon, he'll always join the battle, using his spells to weaken or kill the characters. Before running away if he's discovered.

Fighting Brandon. If the characters attack Brandon, roll for Initiative. He uses his Wailing Rebuke reaction whenever he's attacked. On his turn, he will use his actions and moves to dash, disengage or hide, vanishing through the nearest wall at the earliest opportunity. If Brandon, and the other apparitions within the hospice are destroyed through violence, proceed to Epilogue 3. Midnight.



Scene 16.

Lost Mementos

Roleplay/Exploration Scene

The doors hinges cry loudly as it opens to reveal rotten beds lying ruined about a lonesome room.

A translucent dwarf, with a short beard and a bald head covered in runes, sits on one of the broken beds, his eyes to the ground.

This dwarf is Tordek Cinderhelm, previously described in Dramatis Personae (pg. 9). It takes the characters' talking to him for Tordek to wake from his dazed state. This room used to be a dormitory for the hospice staff. Tordek was given leave to use it while he waited for his wife's medicine. In the end, he died here as well. He moves slowly, and methodically.

His voice carries a sadness festered over decades of unlife. If the characters interact with him, he engages them in conversation, willingly sharing his wants with them. He's unaware of his passing, and believes he's late to deliver his wife's medicine, but thinks the doctor won't take long to finish his concoction.

Development

Missing Locket. Tordek asks the characters to find his locket. He's unsure where he left it, but he saw it last when talked with the doctor at the infirmary (area 4).

If the characters return the locket to Tordek, he offers his greatest treasure as payment. He moves from the bed he was sitting in, revealing a shield hidden underneath. This is Cinder's End, a +1 Shield of dwarven design, emblazoned with a tree surrounded by flames. The shield is always warm to the touch, and makes the wielder immune to the environmental effects of extreme cold.

Fighting Tordek. If the characters attack Tordek, roll for Initiative. On his turn, Tordek will use his actions and moves to dash, disengage or hide, vanishing thought the nearest wall at the earliest opportunity. If Tordek, and the other apparitions within the hospice are destroyed through violence, proceed to Epilogue 3. Midnight.

Merriment? If the characters ask Tordek about the Summer's End festival, as per his Merriment want, he grows visibly excited and smiles faintly. He states the following:

"I've always looked forward to the feasts held during the Summer's End. I hope we get plenty of food this time around..."

Sour Reunion. If Torlen Cinderhelm is with the party at any time they meet with Tordek, she grows solemn, but doesn't immediately recognize her father. If Tordek reveals his name, she's shocked at the revelation of her father's fate, pledging to find a way to release him from this ghostly state. Tordek, however, doesn't recognize Torlen. His memory is too eroded for him to realize or admit that she is his daughter. The last time Tordek had seen her, she was barely a decade old.

Scene 17.

Late Deliveries

Roleplay Scene

The sweet and acrid scent of mold permeates this room. Four veiled stone slabs stand at its center, arranged in a cross-like pattern around a stone pillar. Straw mattresses rest atop each, covered in a thick layer of dust and soot.

Tumbled desks, chairs and casks surround them. Parchment, books and broken glass instruments lay scattered all over the floor. And a translucent woman sits behind the only desk that still stands, seemingly taking notes on an invisible book.

This room was once an infirmary. The stone beds around the central pillar were already there when the knights occupied the castle, so they repurposed later during their stay. When in complete darkness, faint greenish light bleeds out of the cracks on the stone pillar.

The woman sitting behind the desk is Lissel Vinewell, previously described in *Dramatis Personae* (pg. 8). Lissel used to be hospice's head physician. If the characters interact with her, or approach the beds, she looks up and speaks to them absentmindedly. Her voice carries the exhaustion of many sleepless nights.

Lissel willingly engages the characters in a conversation, sharing her wants readily. She's unaware of her own passing, believing she is late to deliver the medicine Tordek requested.

Development

Forgotten Recipes. Upon arrival, Lissel asks the characters to help her with her work. She's stuck trying to remember a formula, but her memory is too eroded by her unliving condition. A successful DC 15 Intelligence (Medicine) check allows the characters to remind her of her recipe.

If the characters had previously played with Seille during Scene 13. And won the game, the character makes this roll with advantage.

If successfully helped, Lissel thanks the characters, and noted that Tordek left something of his here. She points towards one of the stone beds. Underneath the mattress, lies a locket, hanging from a silver chain. Finding the locket without Lissel's help requires a successful DC 15 Intelligence (Investigation) check.

Fighting Lissel. If the characters attack Lissel, roll for Initiative. On her turn, Lissel will use her actions and moves to dash, disengage or hide, vanishing through the nearest wall at the earliest opportunity. If Lissel, and the other apparitions within the hospice are destroyed through violence, proceed to Epilogue 3. Midnight.

Merriment? If the characters ask Lissel about the Summer's End festival, as per her Merriment want, she regains some of her focus. She states the following:

"I do hope there's dancing, and music. I miss dancing so much..."



Scene 18. Summer's End Roleplay / Combat Scene



You gather what you can, hoping it'll be enough. The Summer's End festival is one of dancing, music, and food shared in the company of others.

You don't have much. But it will have to do.

If the characters decide to perform the Summer's End Festival, ask them to select a location within the hospice to host it in. When the characters begin the party, the apparitions of Seille, Lissel and Tordek appear, and join the merriment. Then a skill challenge begins.

Each character who participates on the party must choose one of the following tasks to take care of during the festivities:

- **Cooking.** This skill check involves rolling either Intelligence (Nature), Wisdom (Survival) or Intellect (Cook's Utensils) check.

- **Dancing.** This skill check involves rolling either Strength (Athletics), Dexterity (Acrobatics) or Charisma (Performance) check.
- **Performing Music.** This skill check involves rolling either Charisma (Performance) or Charisma (Musical Instrument) check.

The DC for all of these rolls is 25. This number is reduced by -5 for each apparition the characters helped within the hospice (Minimum 10). If an npc has joined the party during their adventures until now they join the festivities as well, and help with the activities.

After the characters acquire five (5) successes, the party is over, however, **Brandon Blackquill** arrives after the characters have accrued 3 successes, and begins to play his violin efforts to disturb the festivities. Once per party roll, roll an additional 1d6, and subtract it from the skill check result.



Torlen

Torlen tries to cook a dish her father liked in life, as far as her mother has told her: Axeshaft Stew, a heavily spiced soup which contains any meats available, cheese, and carrots. She provides advantage to the character taking care of cooking.

2B-65

Sixty five was not programmed for merry, but will gladly provide the characters with water, and help clean any room they choose to perform the ritual in. His work provides advantage to the characters taking care of dancing.

Forni

Sadly, Forni is too large to join the characters at the hospice, but he'll gladly lend the characters a set of drums and some fresh goat meat for the celebration. His help provides the character who first approached him respectfully with inspiration.

Zhiro and the Pinefang Tribe

The Pinefang Tribe doesn't have much to give. But if the characters invite them to join the festivities, and share in the food, they thank them for their kindness. This grants everyone in the party Inspiration.

Developments

All that Ends Well. If the characters succeed in performing the Summer's End party for the apparitions, they begin to fade away, leaving slowly dimming specks of light behind. Finally released from their captivity, they smile warmly at the characters, thanking them for their aid. Brandon fades as well, but not before he apologizes for all the trouble he caused. Proceed to Epilogue 1. Dawn.

Brandon's Final Stand. If the characters fail to perform the Summer's End party successfully, Brandon cackles madly, and his aura turns the bruised purple. A greater spirit appears behind him, and his music begins to play on his own. He summons 3 spectral flying swords to him, which are undead instead of constructs, and deal necrotic damage instead of slashing. Roll for initiative. Brandon will fight to the death, but his swords vanish if he's defeated.

Any character who is killed by Brandon or his swords raises as another spectral flying sword on Brandon's next turn.

If all characters are killed by Brandon, proceed to Epilogue 2. Dusk.

If Brandon is defeated, he begins to fade away, his spirit been sucked deeper into the earth as he utters an unearthly scream of horror, as the Darkheart Crystal finally begins to devour his soul. The other spirits begin to fade away slowly soon after. Proceed to Epilogue 1. Dawn

Final Farewells. If Torlen is present, Tordek's memory returns to him as he fades. They embrace and cry together one last time. He says his sorrows, but states how proud he is of the woman she became. Once he's gone, Torlen finds his locket, and thanks the characters for helping her father find peace.

Epilogue 1. Dawn

The sun rises on Aedragard yet again. As the hospice's apparitions are finally put to rest, the castle is filled with renewed hope. And the characters can feel as if a heavy weight has been lifted off their shoulders.

The Darkheart Crystal fades into a deep slumber once more, until the day an unlucky soul stumbles upon it again. At this point, returning to meet with Sigrid Blackburn would be ideal, if only to claim their rewards for a job well done.

The journey back to civilization proves to be less eventful than their previous foray at the Kryptgarden Forest. Upon arrival, Sigrid welcomes them readily, and ensures their reward is paid in full. With the castle's location secure, she begins preparations to travel there herself, and begin rebuilding her family's legacy. Perhaps inviting the characters to tag along, as business partners, this time.



Epilogue 2. Dusk

If the characters fall to Brandon Blackquill's treachery, their spirits are bound to the stones of the hospice. The Darkheart Crystal, begins to feast on their fear, confusion and dread.

Hence they shall remain, until a new band of adventurers arrives to free them from their bondage.

Epilogue 3. Midnight

The cries of pain and violence within the hospice rouse the Darkheart Crystal from its half-dormant state. The crystal begins to pulse with power, creating small earthquakes that shake the castle's very foundations.

From this point forth, the castle carries a permanent aura of dread, as the Darkheart binds all the souls who perish within it to Aedragard's stones. Soon, zombies, skeletons and apparitions begin to appear within the castle, as anything dying within the castle returns as such.

Those that once inhabited the place flee in fear of the new horrors that walk these halls, and vanish into the kryptgarden.

Sigrid Blackburn, none the wiser, would pay the characters their agreed amount upon their return and delivery of her map, and would begin preparations to go examine her family's legacy herself.

Her fate would take her to discovering the Darkheart Crystal, and all the powers it offers. Only time will tell what would become of her, under the corrupting influence of the artifact.

Companions' Fate

Several NPCs could have joined the characters throughout Song's narrative. Their fates are up to you, and your players, but here are some suggestions as to their possible fates after the events of Songs.

Torlen

If the characters perished by Brandon's hand, Torlen escapes Aedragard, but is seized by Razorwing and her wolves. However, if the characters helped Tordek and the other apparitions, Torlen returns to Westbridge safely, and delivers her father's locket to her mother. In future adventures, she could offer to join the characters as a sidekick, sending much of her money back home to support her mother.

2B-65

If Brandon kills the characters, Sixty Five remains at Aedragard, fighting the unliving until a time his body can no longer move. Thereafter, whispers of the lone dwarven warrior protecting the haunted castle local gossip, growing to folk tales after a generation or two. If the characters succeed at the summer's end party, Sixty Five takes on the task of protecting the road from the castle to Westbridge, ensuring travel from and to Aedragard is safe.

Forni

Regardless of the character's fate, Forni would remain at Aedragard, since it's his home. If Sigrid returns to claim the castle, she hires him as Aedragard's groundskeeper, giving him more respect than he had expected of a dwarf. In the years following Aedragard's reclaiming, word spreads of the stern but kind ogre working there, and of his gentle flock of sheep.

Zhiro

If Brandon slays the characters, the Pinefang Tribe departs Aedragard's dungeons for good, vanishing into the Kryptgarden, never to be seen from again. However, if the castle is reclaimed, Sigrid would be willing to hire the kobolds as servants, letting them keep the cavernous area of the hospice as their own thereafter. As the years pass, the Pinefangs would become a notorious feature of the castle's grounds, going around, keeping the place safe, clean, and lively.

Appendix A. Monsters & Characters

This appendix describes various monsters and nonplayer characters that have roles to play in this adventure. These are presented in in order of: new monsters, unique creatures, and pre-existing creatures.

Apparition

Apparitions are born when someone dies due to prolonged physical or emotional trauma. Their souls linger on the location where they perished. Bound to it by their painful memories.

True Appearance. Apparitions appear as they remember themselves looking like in life.

Faulty, Fixated, Memories. As time goes on, an apparition begins to forget the unimportant moments of their lives, fixating on a single object, person or moment that greatly impacted them before their passing.

Often, this object becomes key in resolving the apparition’s business in the mortal world. **Undead Nature.** An apparition doesn’t require air, food, drink or sleep.

Tactics. Apparitions cannot use the attack action. If attacked, they react by using their Wailing Rebuke. On their turn, they may use their action to dodge, disengage, or dash away from their attacker.

Apparition

Medium undead (any race), any alignment

Armor Class 11

Hit Points 9 (2d8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	15 (+2)

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 Common

Challenge 1/4 (50 XP)

Incorporeal Movement. The apparition 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.

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

Haunted Body (2/Round). A creature that touches the apparition or hits it with a melee attack while within 5 feet of it must make a DC 12 Wisdom saving throw. On a failure, the creature takes 3 (1d6) psychic damage or half as much on a success.

Reactive. The apparition can take one reaction on every turn in combat.

Reactions

Wailing Rebuke. When the apparition is damaged by a creature within 60 ft. that it can see, that creature must make a DC 12 Wisdom Saving Throw or be frightened until the end of its next turn.

Besilmer Sentinel, 2B Ver.

Crafted at the height of Besilmer’s power, the Sentinels were designed to guard the realm’s roads, and aid citizens in the aftermath of battles or natural disasters.

Crystal Hearts. Enchanted spherical gems, embedded on a cavity on their chests, give the sentinels their sentience and animation. If these are removed, the sentinel’s deactivated until a heart is placed on the cavity again.
Stone Bodies, Iron Shells. The 2B series was designed to look like a dwarf wearing plated armor. Underneath the metal, their body is stone, smooth and featureless.

Valiant Defender. A sentinel’s first priority is the safety of the people around it. Only after they have ensured the well-being of their charges will they mobilize to neutralize threats.

Constructed Nature. A Besilmer Sentinel doesn't require air, food, drink, or sleep.



Besilmer Sentinel, 2B

Medium construct, Lawful Good

Armor Class 20 (natural armor, shield)

Hit Points 34 (4d8 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	19 (+4)	12 (+1)	10 (+0)	10 (+0)

Saving Throws Str +4, Con +6

Damage Immunities poison, psychic

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

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

Languages Common, Dwarvish

Challenge 1 (200 XP)

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

Innate Spellcasting. The Besilmer Sentinel's innate spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: Mending, Spare the Dying
- 3/day each: Create or Destroy Water (Create Only), Purify Food and Drink

Actions

Multiattack. The Besilmer Sentinel makes two attacks.

Battleaxe. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Hand Crossbow. Ranged Weapon Attack: +2 to hit, range 30/120 ft., one target. Hit: 3 (1d6) piercing damage.

Reactions

Defender. When a creature the sentinel can see attacks a target other than the sentinel that is within 5 feet of it, the sentinel can use its reaction to impose disadvantage on the Attack roll. The sentinel must be wielding a Shield.

Brandon Blackquill

Medium undead (Human), Chaotic Neutral

Armor Class 11
Hit Points 13 (3d8)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	9 (-1)	16 (+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 9
Languages Common, Elvish
Challenge 1 (200 XP)

Incorporeal Movement. The apparition 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.
Ethereal Sight. The apparition can see 60 ft. into the Ethereal Plane when it is on The Material Plane, and vice versa.
Haunted Body (3/Round). A creature that touches the apparition or hits it with a melee attack while within 5 feet of it must make a DC 12 Wisdom saving throw. On a failure, the creature takes 3 (1d6) psychic damage or half as much on a success.
Reactive. The apparition can take one reaction on every turn in combat.
Innate Spellcasting. The Blackquill's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: Vicious Mockery, Minor Illusion, Prestidigitation
- 3/day each: Dissonant whispers, Bane
- 1/day: Sleep

Reactions

Wailing Rebuke. When the apparition is damaged by a creature within 60 ft. that it can see, that creature must make a DC 12 Wisdom Saving Throw or be frightened until the end of its next turn.

Forni

Large Giant, Neutral

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)	9 (-1)	14 (+2)	9 (-1)

Skills Animal handling +4, Survival +4
Senses darkvision 60 ft., passive Perception 12
Languages Common, Giant
Challenge 2 (450 XP)

Actions

Battleaxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.Hit: 13 (2d8 + 4) bludgeoning damage.
Shortbow. Ranged Weapon Attack: +1 to hit, range 80/320 ft., one target. Hit: 6 (2d6 - 1) piercing damage.

Razorwing

Medium Dragon, Lawful Evil

Armor Class 17 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft., fly 60 ft., swim 30 ft.

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

Saving Throws Dex +3, Con +3, Wis +3, Cha +4
Skills Perception +5, Stealth +3
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive perception 15
Languages Draconic
Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.
Innate Spellcasting. Razorwing's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

- 1/day each: Animal Friendship, Silent Image, Hunter's Mark

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 3 (1d6) poison damage.

Poison Breath (Recharge 5-6). The dragon 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.

Zhiro

Medium humanoid (Kobold), Lawful Neutral

Armor Class 13

Hit Points 10 (3d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	10 (+0)	8 (-1)	9 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Draconic
Challenge 1/4 (50 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 ft. of the creature and the ally isn't incapacitated.

Actions

Spear. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.Hit: 6 (1d6 + 3) piercing damage.

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

Poison Breath (Recharge 5-6). The dragon 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.

Boggle

Small fey, chaotic neutral

Armor Class 14
Hit Points 18 (4d6 + 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Sleight of Hand +6, Stealth +6
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 13
Languages Sylvan
Challenge 1/8 (25 XP)

Boggle Oil. The boggle excretes nonflammable oil from its pores. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action.

- **Slippery Oil:** While coated in slippery oil, the boggle gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.
- **Sticky Oil:** While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Dimensional Rift. As a bonus action, the boggle can create an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that the boggle can see or specify by distance and direction (such as "30 feet straight up"). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle's next turn.

Uncanny Smell. The boggle has advantage on Wisdom (Perception) checks that rely on smell.

Actions

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

Oil Puddle. The boggle creates a puddle of oil that is either slippery or sticky (boggle's choice). The puddle is 1 inch deep and covers the ground in the boggle's space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour. If the oil is slippery, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone. If the oil is sticky, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.

Original Publication: The Boggle was originally published on Volo's Guide to Monsters.



Carrion Crawler

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-15)	12 (+1)	5 (-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 2 (450 XP)

Keen Smell. The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.
Spider Climb. The carrion crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite.
Tentacles. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.
Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.

Kobold

Small humanoid (kobold), Lawful neutral

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)

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.



Giant Spider

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses Blindsight 10 Ft., Darkvision 60 Ft., passive

Perception 10

Languages Sylvan

Challenge 1 (200 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: (1d8 + 3) piercing damage plus (2d8) poison damage. The target must make a dc on a failed save, or half as much damage on a successful one If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, reach 30/60 ft., one creature. The target is restrained by webbing As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage)

Swarm of Spiders

Medium swarm of tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistance Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened,

Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 10 Ft., passive Perception 8

Challenge 1/2 (100 XP)

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 insect. The swarm can't regain hit points or gain temporary hit points.

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

Web Sense. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Web Walker. The swarm ignores movement restrictions caused by webbing.

Actions

Bites (swarm has more than half HP). Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: (4d4) piercing damage.

Bites (swarm has half HP or less). Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: (2d4) 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 (+1)	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: (1d6 + 2) piercing damage.
Longbow. Ranged Weapon Attack: +4 to hit, reach 150/600 ft., one target. Hit: (1d8 + 2) piercing damage.

Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

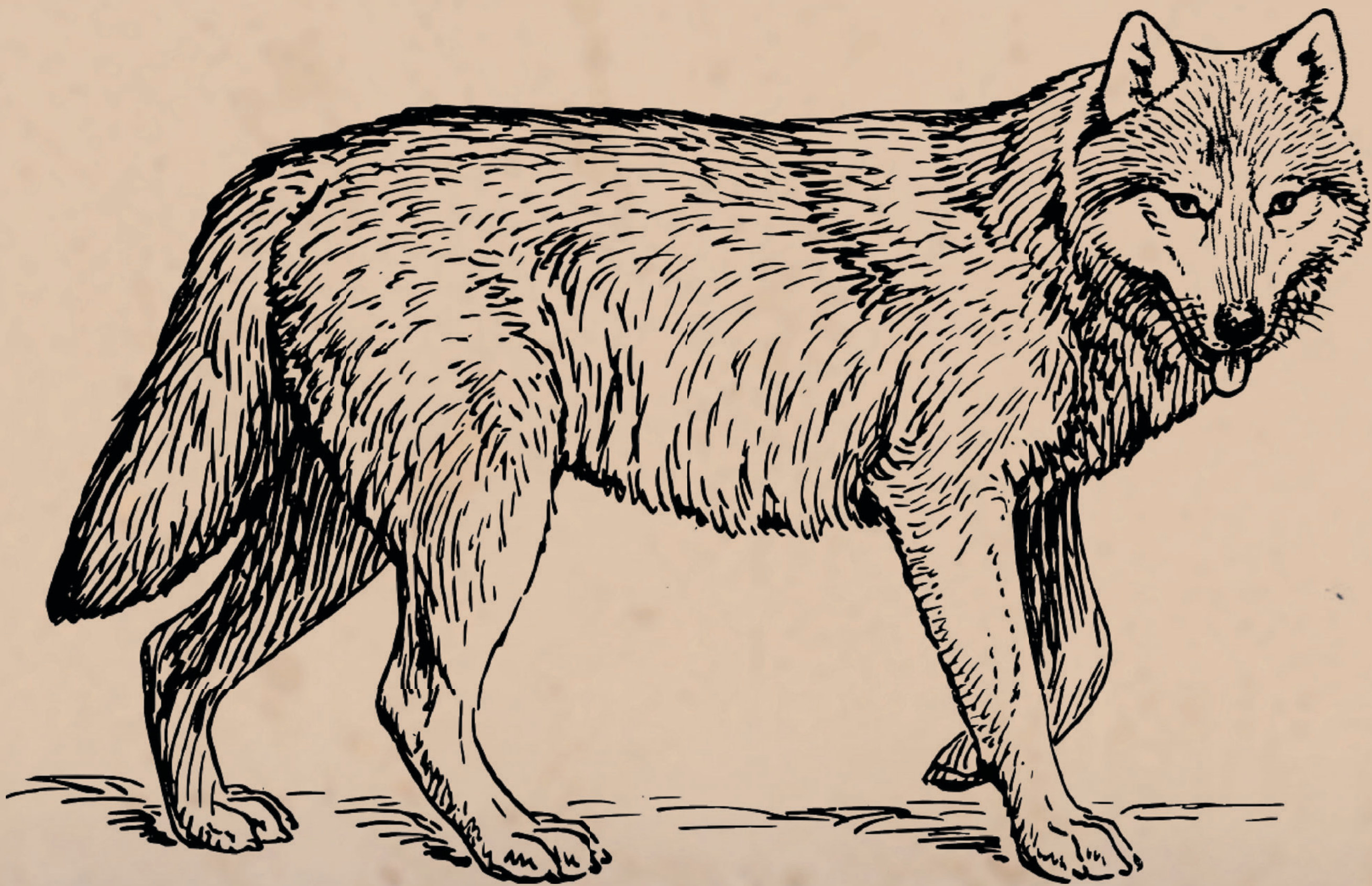
STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
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 ft. of the creature and the ally isn't incapacitated.

Actions

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



Appendix B. Magic Items

This appendix describes magic items that appear in this module, and are presented in alphabetical order. For ease of reference, each magical item includes the scene in which it is introduced.

Arvaral

Weapon (Longsword), Rare

Introduced. The characters can come across Arvaral during Scene 3. Abandoned Village, if they defeat the spiders within the Oath Hall.

This sword's blade shines with a rosy hue when light reflects on it. Runic carvings permeate its handle, which lies surrounded by a cage of greenish steel strands, resembling thorny vines. Its pommel is a silvery blooming rose.

You gain +1 bonus on attack and damage rolls made with this magic weapon. This longsword's versatile property increases its regular damage to a 1d12 instead of 1d10. If Aravaral is used to attack a creature that has not previously attacked its wielder, or has surrendered, the blade will not strike. After the attack roll is made, the number rolled on the die is replaced by a 1.

Strongheart's Defiance (requires attunement by a halfling). When you are attacked by a creature that is larger than you, you gain a +2 bonus to AC. If your opponent's attack hits, you can make a single attack roll against them as a reaction.

Blackburn's Map

Wonderous Item, Uncommon (Requires Attunement)

Introduced. The character gain this magic item before the start of the adventure. Read Extra Equipment, on page 14. This vellum scroll is attached to a wooden handle, carved to resemble a hammer of dwarvish design. It exudes the scent of burnt cherrywood when opened. Painted in the vellum is a map of the sword mountains and a radius of a hundred miles their surroundings.

Whoever is attuned to the map is depicted in it as a tiny dwarf, which moves as the character moves, always displaying their exact location. A character attuned to the map can add landmarks to it by focusing for 1 minute per landmark. For the duration, the tiny dwarf representing the character draws an approximation of what the character envisioned.

These landmarks can have names as well. By referencing the map, a character attuned to it can find a path to any towns, ruins, landmarks or roads within it without getting lost. If the character ever goes out of the bounds of the map, the tiny dwarf sits down on one of the map's corners, not moving until the character returns to the map's bounds.

Drum of the Harvest

Wonderous Item, Uncommon (Requires Attunement)

Introduced. The characters gain this magic item as a divine reward for cleaning the chapel during Scene 9. Life and Light.

The thin layer of leather covering the top of this brightly lacquered wooden drum always seems pristine, well oiled, and when struck, it releases the scent of freshly baked bread.

A character attuned to the drum can innately perform a ritual of plenty, once per day at dawn. The ritual involves dancing, chanting and playing the drum, without stopping, for one hour. During this hour all plants in a 30 ft. radius of the character begin to grow rapidly, producing enough raw fruits, vegetables, roots and mushrooms to feed 1d6+1 people for a day.

Additionally, the Drum of the Harvest can be used as a holy symbol for a life, nature, or light domain cleric, a musical instrument for a bard, or a druidic focus.

Periapt of Health

Wonderous Item, Uncommon

Introduced. The characters gain this magic item after cleaning up the rubble within the broken belltower, during Scene 12. Broken Bell's Echoes.

You are immune to contracting any disease while you wear this pendant. If you are already infected with a disease, the Effects of the disease are suppressed you while you wear the pendant.

Pipe of Smoke Monsters

Wonderous Item, Common

Introduced. The characters can come across this magic item during Scene 3. Abandoned Village, if they defeat the spiders within the Oath Hall.

While smoking this pipe, you can use an action to exhale a puff of smoke that takes the form of a single creature, such as a dragon, a flumph, or a froghemoth. The form must be small enough to fit in a 1-foot cube and loses its shape after a few seconds, becoming an ordinary puff of smoke.



The Darkheart Crystal

Wonderous Item, Artifact (Requires Attunement)

Introduced: The Darkheart Crystal is never properly shown to the characters over the course of Songs of Aedragard. Its presence, instead, is used as the catalyst of the complications presented during Parts 2 and 3 of the adventure, and as the reason behind certain environmental effects within Aedragard.

For decades, Clan Blackburn had maintained a close working relationship with a denizen of the underdark. A being known to them only as The Almsgiver. In her time of greatest need, Myrris Blackburn received their visit, and was given a chance to change her fate. Her distrust of The Almsgiver was outweighed by her desire to save her people. Myrris accepted the Almsgiver's help, but was horrified by their plan.

The Almsgiver produced 108 creatures. Humans, bugbears, dwarves, goblins, halflings, elves, and many other peoples of all sorts. Blackburn was to kill them all, using their blood to forge a radiant crystal that would use all of their wills to shield her, and her people. The task ahead was harrowing, but when forced to choose between strangers and her kin, Myrris knew no hesitation or doubt. Her heart became steel, and work started soon after.

Six days, six hours, and six minutes after her work had begun, the task was done. The crystal shone as the Almsgiver had claimed it would. She thought her people saved. Aedragard would live on. Darkheart would not give her this satisfaction. Within it lay trapped the consciousness of all she had killed, swimming around one another, ripping each other apart in constant desire to bring pain to each other to find even a second of relief. Each one raged. Each one wept. And together, they would doom their killer, forever.

To become attuned to Darkheart, a creature must spend a day holding a telepathic conversation with it. As a result, they can gain one of the following benefits:

- Gain proficiency in a skill, tool, weapon or armor type of their choice. If they already had proficiency with their chosen skill or tool, they double their proficiency bonus for it instead. In the case of weapons, they double the weapon's damage die. In the case of armor, they gain +2 additional AC from wearing their chosen armor type.
- Learn a spell of a level they can cast, not limited by their class' spell list. These spells do not count as spells learned from the normal growth and progression of leveling.

After the conversation ends, the creature must succeed on a DC 17 Charisma Saving Throw, or be overpowered by the forces with Darkheart, gaining 1d4+1 levels of exhaustion, and aging a number of years equal to the amount of exhaustion levels gained x5.

If the creature dies as a result of exhaustion gained from the crystal or aging as a result of a failed save, their soul is entrapped with Darkheart, and swiftly ripped apart and consumed by the other spirits within it.

They cannot be resurrected, except for the use of the Wish spell. The body they leave behind awakens as a **Wight** 1d6 hours after the creature's death, under Darkheart's command.

Curse

Once attuned to it, a character cannot break their attunement to Darkheart on their own, slowly developing an obsession with Darkheart, and a desire to protect it from harm as if affected by the Geas spell. This compulsion can only be broken with the use of the Wish spell, or by destroying the crystal.

Random Properties

The Darkheart Crystal has the following random properties:

- 1 Minor Beneficial Property.
- 2 Minor Detrimental Properties.
- 1 Major Detrimental Property.

Increased Intelligence

After you spend the requisite amount of time to become attuned to Darkheart, your intelligence score increases by +2, up to a maximum of 24. You can't gain this benefit from the crystal more than once.

Legion's Knowledge

Using Darkheart as both focus, and as a replacement for the material components necessary for the spell, the character attuned to the crystal can cast Legend Lore up to 3 times per day. After each casting, the character must make a DC 15 Charisma Saving throw or gain 1 level of exhaustion. These castings are renewed at dusk.

Spiritual Cage

By focusing on Darkeart's power for 8 hours, a character attuned to the crystal can create an invisible force field that covers a 30 mile radius around it. Clouds gather around it, shielding it from the sun's light, and time seems to pass in odd intervals. Sometimes speeding up, or slow down at random. When a creature dies within the spiritual cage, it rises as a **zombie** 1d6 hours later. It's spirit, however, becomes an **apparition**. All undead created remain under the control of the character attuned to the crystal. Each day after the first, the radius of the spiritual cage will increase by 1 mile on its own. A character attuned to the crystal can focus on it for 8 hours, gaining 1 level of exhaustion in the process, and increase the radius by 5 miles instead.

Thirst

To sustain its power, Darkheart must be bathed in the blood of a sentient creature once per week. The creature is killed in the process. It's body left to become a zombie. Its soul devoured by the angry spirits that dwell within the crystal. If Darkheart is fed blood for a week, it grows dormant. A character attuned to Darkheart cannot gain access to its increased intelligence, legion's knowledge or spiritual cage features so long as it remains dormant. Instead, that character gains 1 permanent level of exhaustion each day until the crystal is roused from its slumber.

Destroying the Crystal

While appearing to be fragile, the Darkheart Crystal is impervious to all damage, and all spells. Only by piercing it with a +3 weapon, wielded by a creature working for the cause of good, can the crystal be shattered. Upon its destruction, 108 wraiths fly out of it's shattering husk in a grotesque display of malice, free to roam the world and exert their revenge upon all that live.

Appendix C. Knight Commander's Diary

14th day of Flamerule

Morninglord be praised, carrying with him the Grain Mother's blessings, our lord Lathander has brought us light in these darkening times. The knights stir, as they tend to do, jumping at their own shadows. I told them so, that the blackened skies would not linger. Perhaps they were worried I would not let them visit Morvolir if the weather worsened. I am too old to be policing them, I told them. They are grown, but behave like fillies. Tomorrow, Lissel said she would drop by my office. I do hope she brings some of that wine she has been brewing. As absentminded as she is, she certainly has a knack for brewing.

16th day of Flamerule

Again with the noises down on the hospice. I have told Brandon simply, these must be the wind blowing through some hole in the ground. Yet, he insists something speaks to him. The boy is skilled, but his battling has me at patience's end. Lissel's niece arrived yesterday. Poor thing was burning hot. I hope the cold of the hospice helps alleviate her. It is always the hardest on the family when they leave us so young.

20th day of Flamerule

Mardud and Risah are dead. They found their bodies hanging from the trees along Morvolir's path. What is worse is that the fog around the forest has grown thick, and acrid like vinegar. The others worry that something has arrived at our doorstep. Something wicked. I have sent Anwyn Roper and her wife Brildora down the road to investigate. If someone can find the beast and slay it, it is those two.

23th day of Flamerule

A dragon. When it flew over the castle, its wings covered the sun. It spoke too. Yelled. That we were vermin in her home, or some such. The Ropers have not returned. We have not heard from the village at all. Something happened last night too. A light flared from deeper into the forest. I have given the command. All non-combatants are to remain at the hospice. Lathander, keep them safe.

12 Eleasis

I love you, Nilovar. I will always love you.

Appendix D. Adapting the Song

While I would be honored if you used my module as it is, I've found such is not the nature of a dungeon master. Many will adapt various sources of inspiration together to create incredible and unique settings, and I wholeheartedly believe this should be encouraged. This appendix is intended to help you adapt the contents of this book to work with your own custom world, or in conjunction with other modules published by Wizards of the Coast.

Published Modules

Lost Mines of Phandelver and Dragon of Icespire Peak

These adventures come within the D&D Starter Set and the D&D Essentials Kit, respectively. However, both share a central location the players return to time and again: the town of Phandalin, located northwest of the sword mountain. Which is, conveniently, where Aedragard is located. Hence, Songs of Aedragard can serve as a side quest in both of these modules.

After they have dealt with some of the initial encounters, such as Goblin Arrows or the Gnomengarde quest, Sigrid Blackburn could approach them with the job offer presented on the Adventure Hook (pg 3).

If the characters decide to accept her request, proceed to Scene 1. Shadows in the Fog. However, in this transition, several days have passed since the characters took to the road.

Princes of the Apocalypse

This module takes place within the Dessarin Valley, contains the Sword Mountains and the Kryptgarden Forest. Songs works perfectly when used in conjunction with this book. Running Songs as written is a perfectly serviceable replacement for the content

presented in Chapter 6. Alarums and Excursions, as both contents take characters from levels 1 to 3, and are meant to foreshadow the dangers within the valley's many ruins.

A recommendation would be to change Sigrid Blackburn's motives throughout this adventure.

Instead of just wanting to reclaim her family's legacy, Sigrid was contacted by The Almsgiver, the mysterious being from the Underdark that tempted her ancestors so many generations ago, who made her aware of the powers of the crystal laying dormant under the castle.

Sigrid was already associated with one of the elemental cults, preferably the Cult of the Black Earth, and seeks to use the crystal as a weapon for the cult.

However, before the characters return from Aedragard, she is attacked by air cultists, and forced to retreat to the Sacred Stone Monastery to recover from her wounds.

The characters arriving in town to find their employer missing, as well as the ransom they were promised, is prime motivation to find Sigrid, and involve the characters in the machinations of the elemental cults.

Curse of Strahd

Taking place in the forsaken land of Barovia, Curse of Strahd requires some work on the DM's part to run in conjunction with Songs, but it's not an overly complicated task.

One option would be to run Songs exactly as intended, but changing the ending. Instead of the characters returning to a familiar land, the thick fog of the Kryptgarden grows thicker, and the sun dies entirely in the sky.

By the time they have found their way out of the forest, they find themselves by the River Ivlis, just south of the village of Barovia. Unbeknownst to them, they, and Aedragard itself, have been transported to the realm of dread.

Keeping Aedragard within Barovia allows the characters to have a base of operations within Barovia that has not been touched by Strahd, a beacon of hope in a land otherwise consumed by despair. I would recommend placing it at the foothills of Mount Ghakis, by the southeastern portion of the Svalich Woods.

Deconstructing the Song for other Settings

At its core, Songs of Aedragard is a simple story: there's a castle in an inhospitable environment. The castle has some inhabitants that need to be taken care of. What "taken care of" means will fall to your players, but the module, as written, nudges the players towards offering solace and kindness as a solution.

Themes

Songs of Aedragard key theme is kindness overcoming tragedy.

Waterdeep: Dragon Heist

Taking place in the city of Waterdeep, south from the Sword Mountains by way of the High Road, Dragon Heist's Chapter 2. Trollskull Manor, is a perfect place to introduce Song's quest.

Since this chapter is very free form, and it allows the characters to move about freely, you could have Sigrid Blackburn arrive at the character's newly acquired manor with her job proposal. In this variant, Sigrid could be connected to your chosen antagonist: Xanathar, the Cassalanter, Jarlaxe or Manshoon, adding another layer to her plans for Aedragard once it's reclaimed.

For example, Sigrid might have discovered the true nature of the castle's belltower (it's made out of pure gold), and may want to reclaim it specifically to gain favor with the Cassalanter, to whom she owes money.

Or she might be aware of the Darkheart Crystal's existence, and believes that by reclaiming it, Manshoon could acquire a greater hold over the sword coast

The people and creatures the characters encounter are, for the most part, people who have been suffering due to a situation completely out of their control.

The apparitions in the dungeon suffered by someone else's cruelty, and were cursed by another mistake.

Forni suffered discrimination due to his ancestry and intellect. The Pinefang Tribe became the last of their kin after their former home was raided.

All of them suffered, and none of them wish for more pain. The characters don't need to fight them. If they gave them a chance, these "monsters" could show themselves to be as capable of kindness, as the characters themselves. The only true monster in this adventure, is the violence the characters bring to the table.

Inhospitable Environment

Aedragard doesn't need to be placed near a forest. It could be placed on a lonesome island, surrounded by odd tides. Or in the middle of a desert battered by sandstorms and lightning strikes. Or you could even place the castle underwater, forcing players to brave the dark depths of the ocean to find it.

These environments should have issues that arise if the characters try to turn back, and reinforce their need to move forward.

Razorwing's wolves serve this purpose. If the players turned back, they'd have to face the wolves, which severely outnumber them. Think of these dangers as the ever-shrinking barrier on a battle royale video game, such as fortnite. If Aedragard is at the center of the map, these dangers should feel like the barrier is shrinking, pushing the players towards it.

The Castle

The castle is a safe place. A haven from the dangers of the inhospitable environment. Once they arrive at the castle, the characters can breathe, and rest. This section is used to this end. To allow the characters, and your players, some time to cool down.

They can camp here, and interact with their environment, discovering clues as to what happened to the castle.

Eventually they should become aware that they are not alone, and that there's voices coming from underground, pushing them back into high gear.

The Dungeon

The haunting in the dungeons can change the tone of your setting dramatically. As written, the apparitions are the victims of circumstance. Cursed to remain reliving the last few moments of their lives until they are granted their desire to celebrate one last party.

Reskinning the apparitions to be other people, better suited for your chosen environment, should be easy enough. Following up with the Island example, the apparitions could have been the family of nobles that owned the castle, but were betrayed by a sea hag that cursed them to remain in unlife after they refused to let her rest under their roof.

To deliver them, each of them much be taught the value of a virtue they lacked in life. Once they all have learned their lesson, the curse is broken, and their spirits move on to the afterlife.



