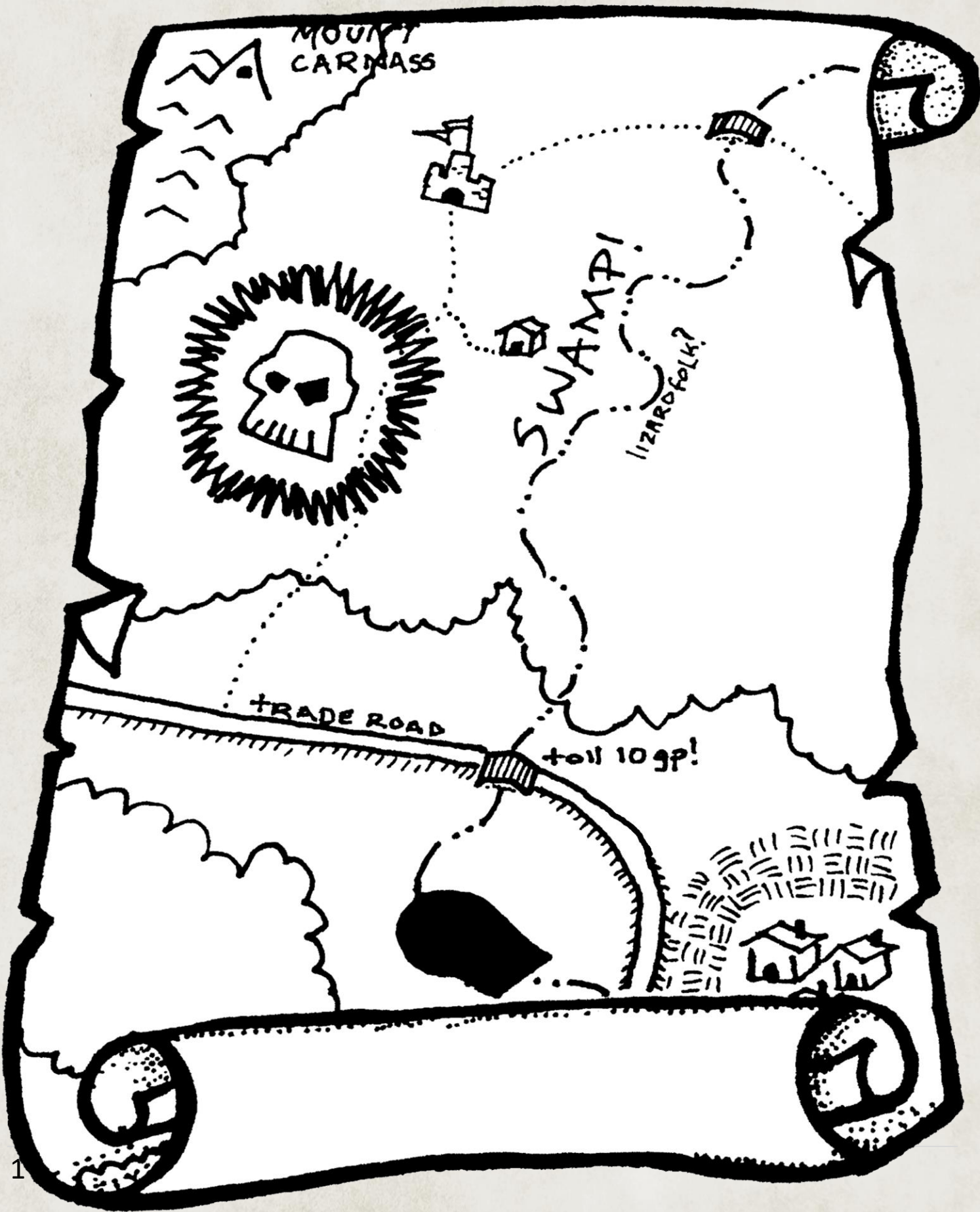
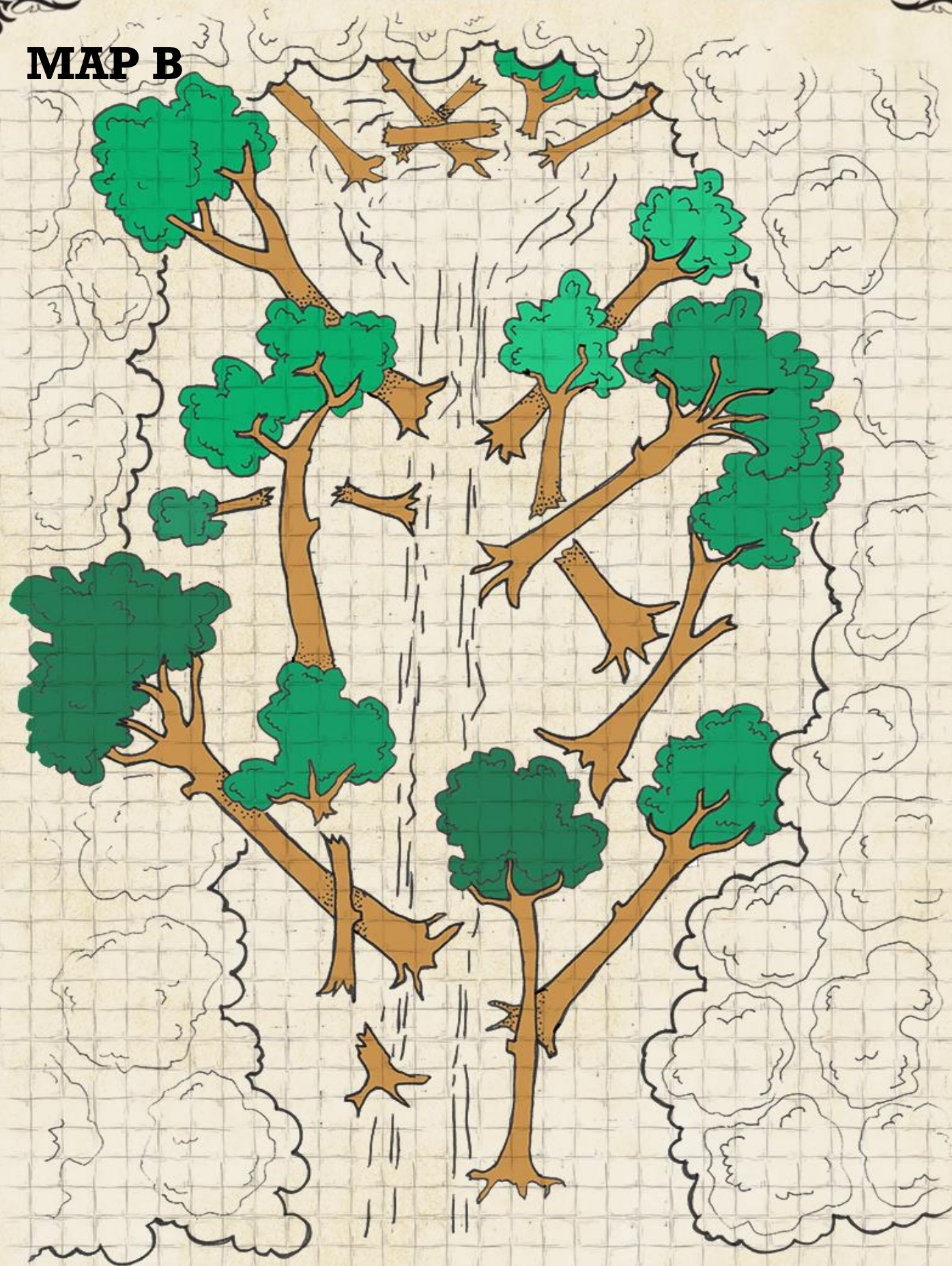


MAP A



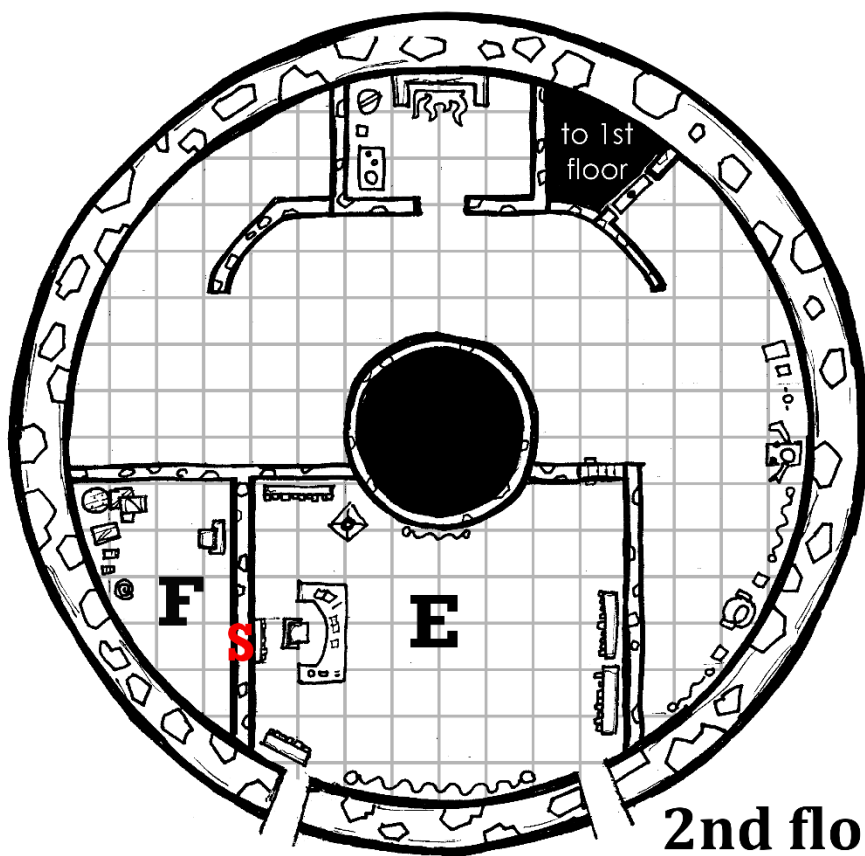
MAP B



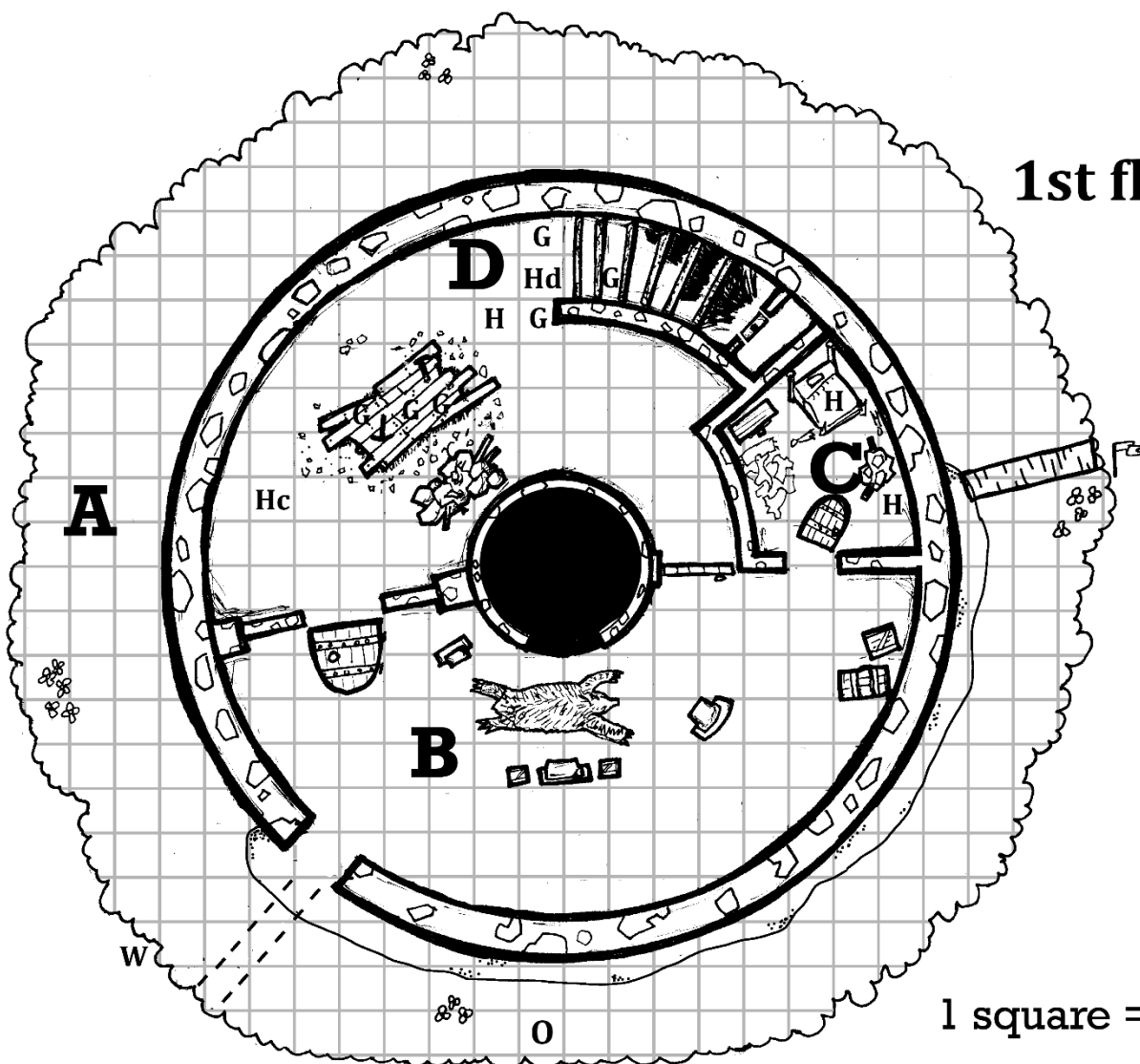
1 square = 5 feet

MAP C DM

Hc = hobgoblin commander
Hd = hobgoblin devastator
H = hobgoblin
G = goblin
W = worg
O = otyugh



2nd floor

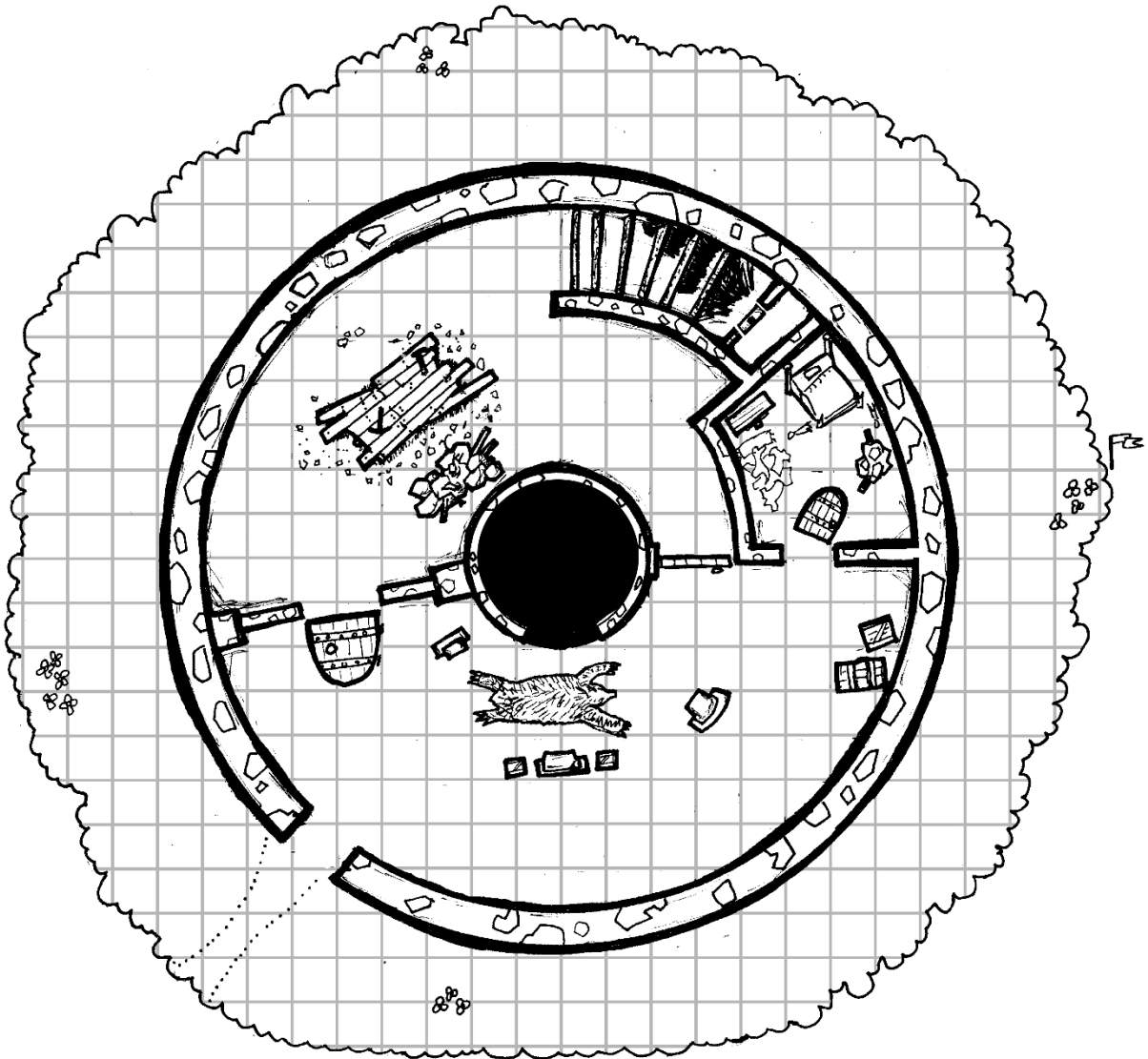
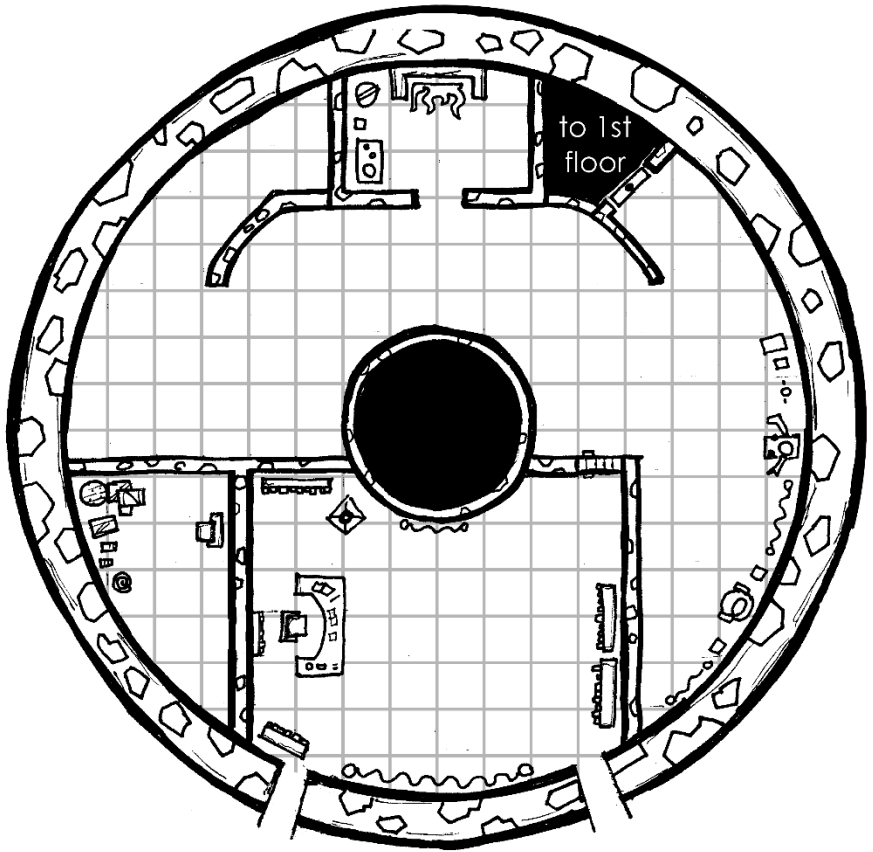


1st floor

1 square = 5 feet

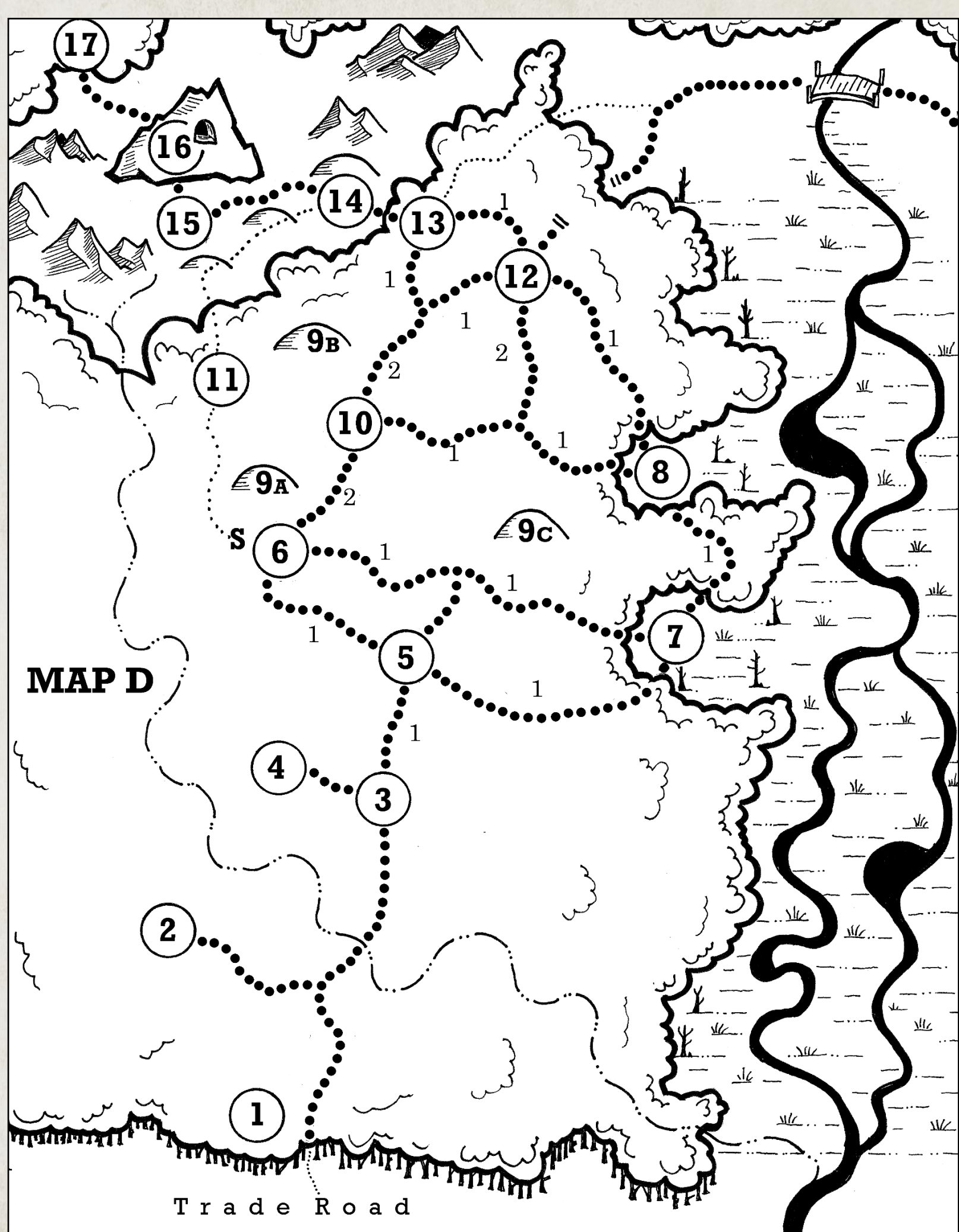
MAP C

1 square = 5 feet

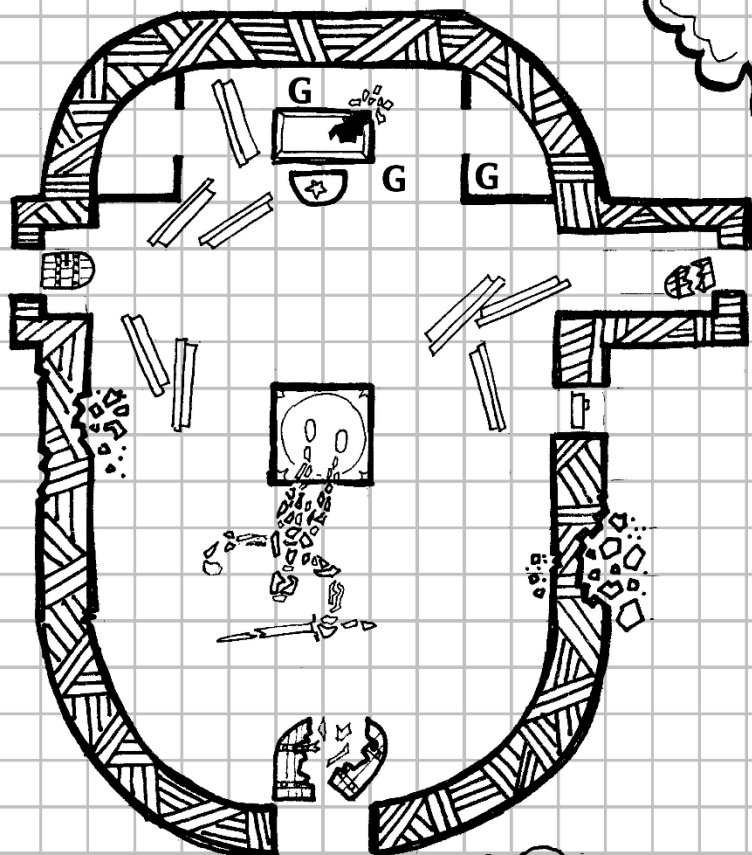


MAP D

Trade Road



MAP E DM



to dead-end, then secret
path to Area 11



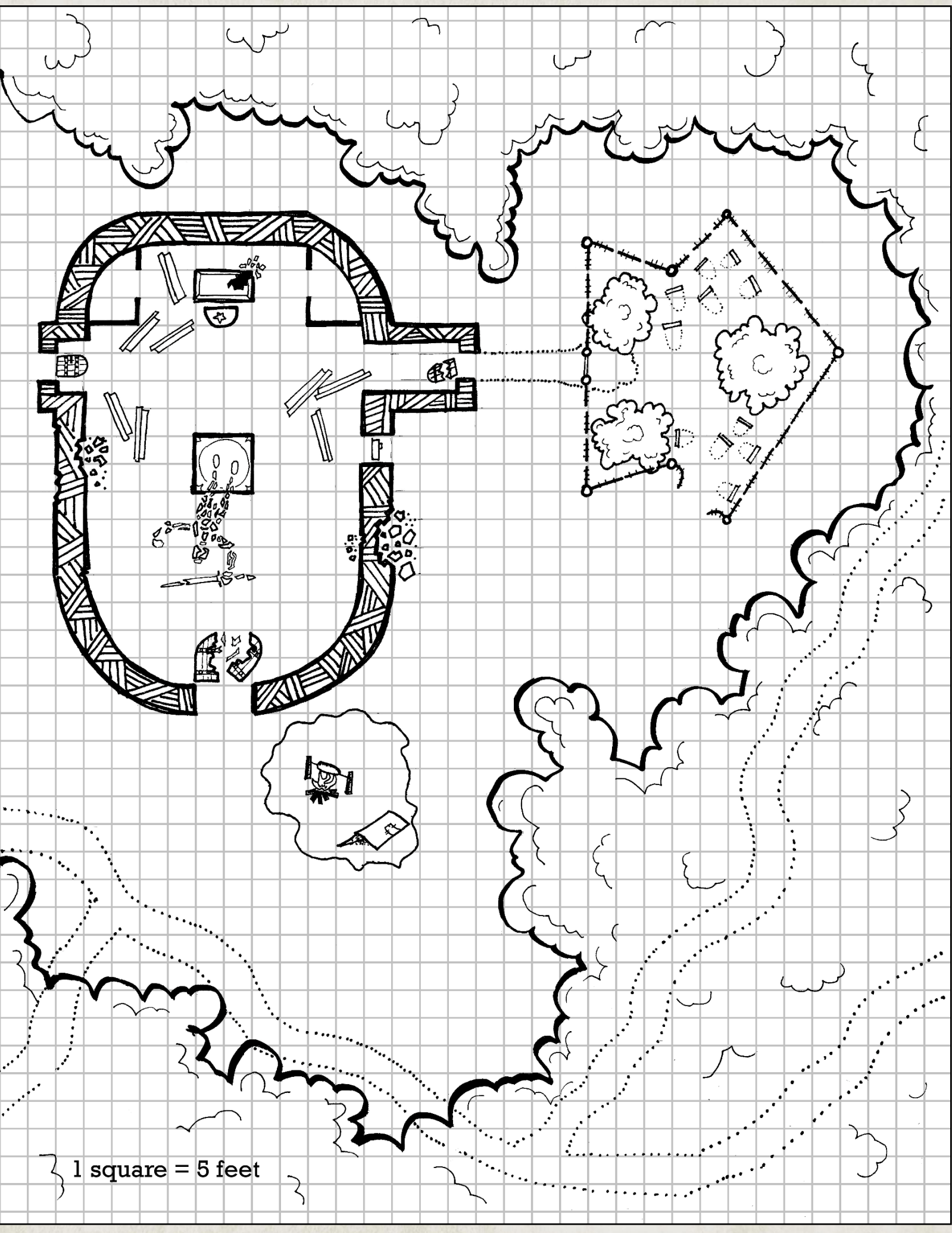
A = Andravar
S = skeleton
G = ghoul
Z = zombie

to Area 5

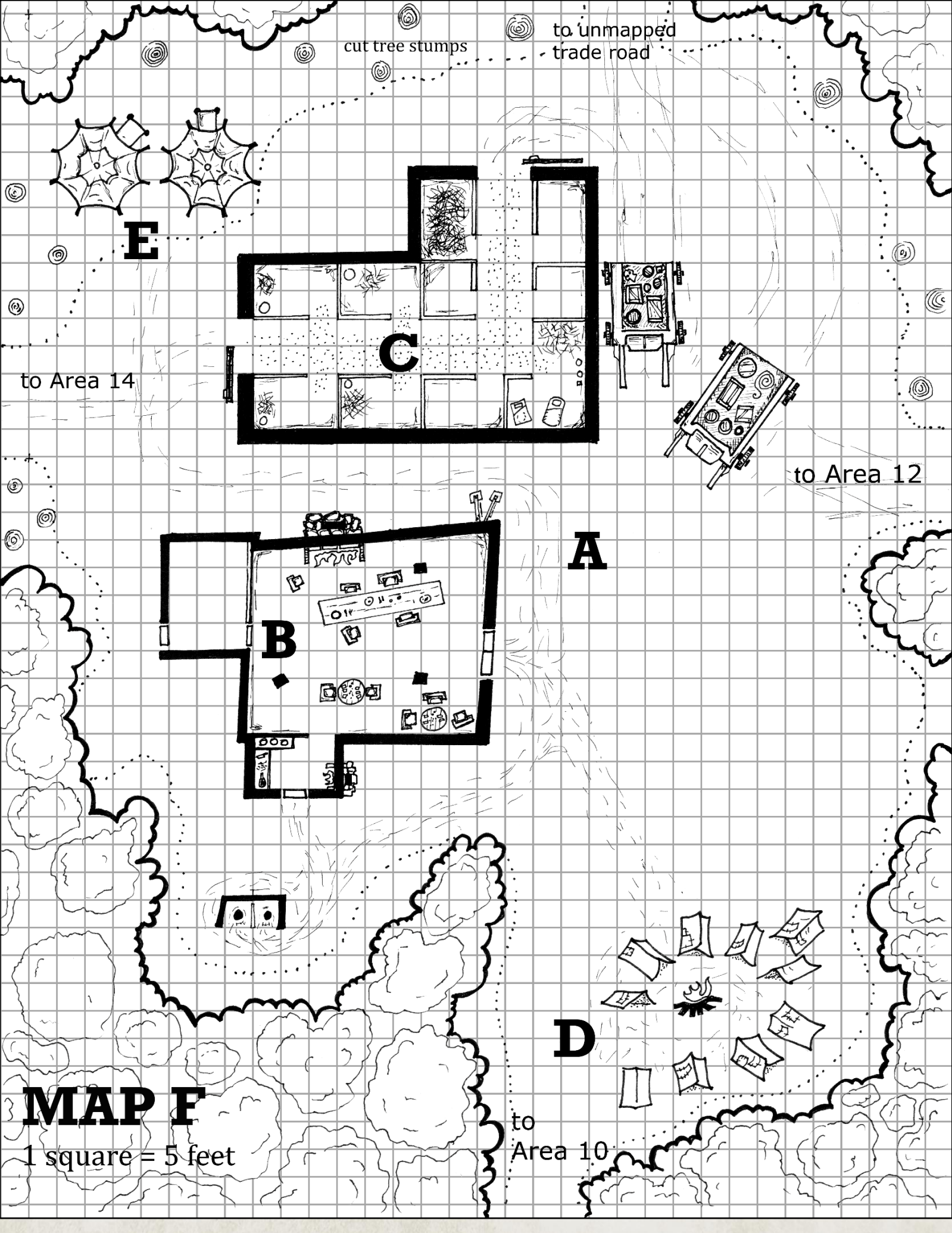
to Area 7

to Area 10

1 square = 5 feet



1 square = 5 feet



cut tree stumps

to unmapped
trade road

E

C

to Area 14

to Area 12

A

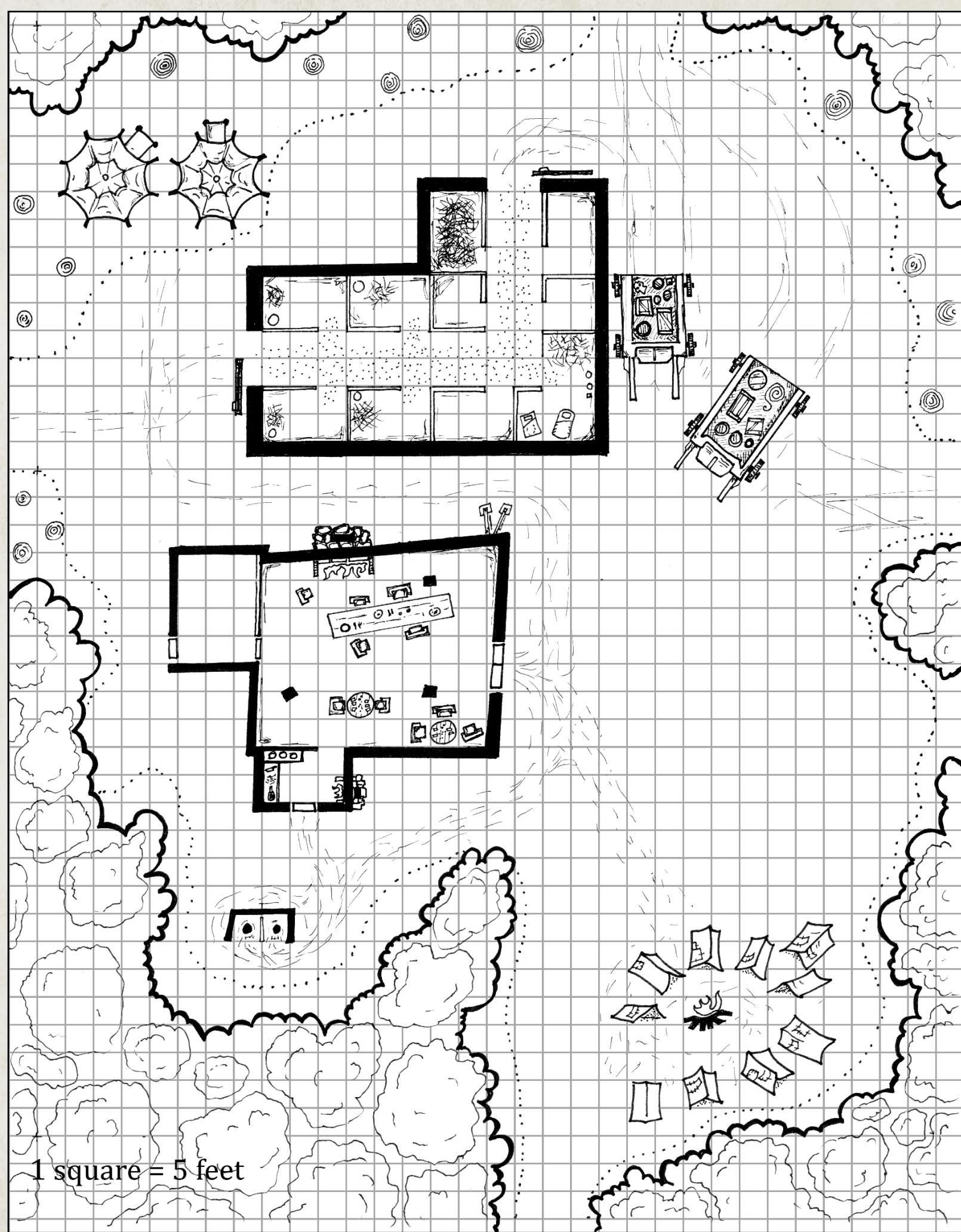
B

D

MAP F

1 square = 5 feet

to
Area 10



1 square = 5 feet

MAP G

G = Gra-dak

Oe = Eye of Groomsh

O = Orc

exit

forested

pile of brush, logs
1/2 cover

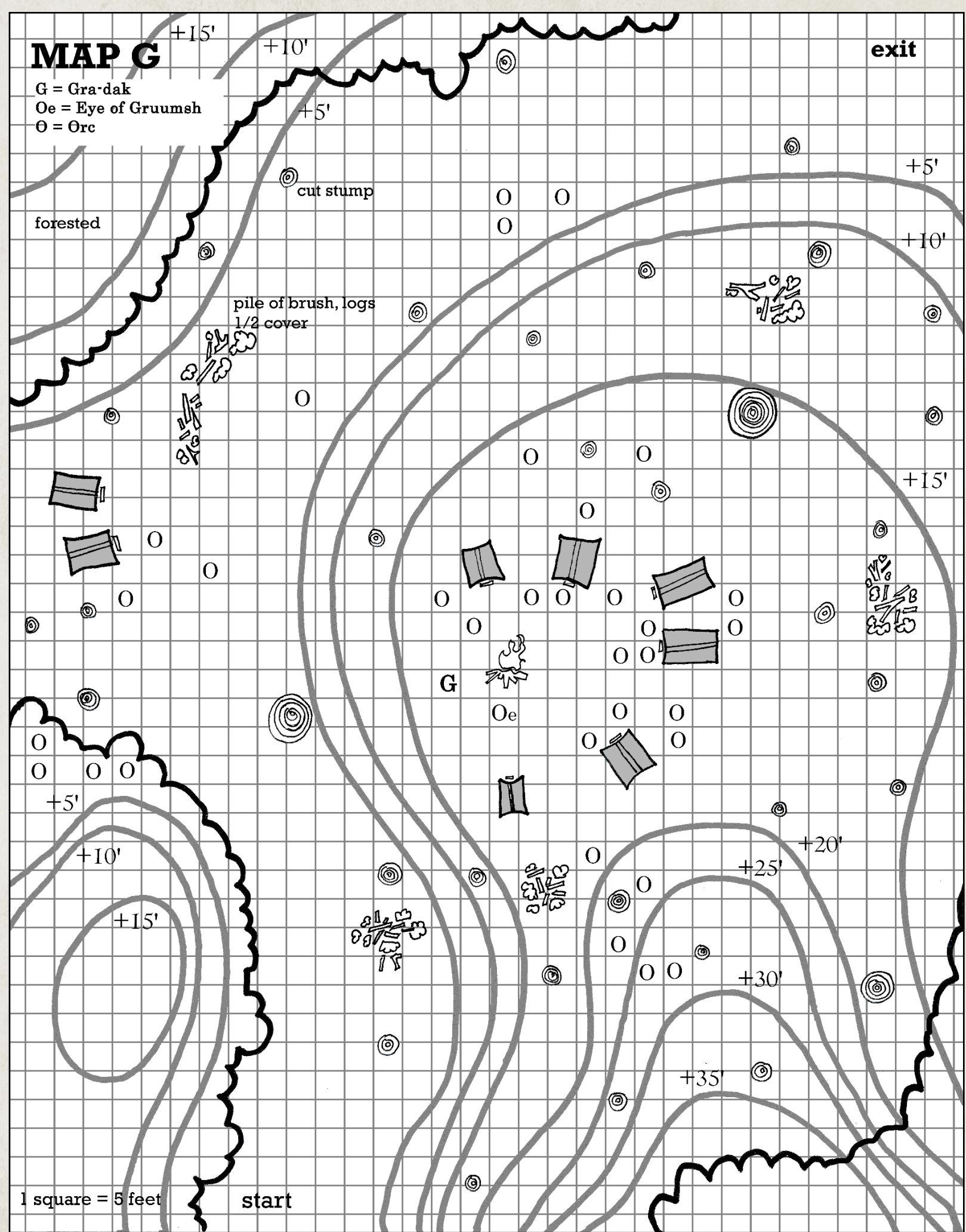
cut stump

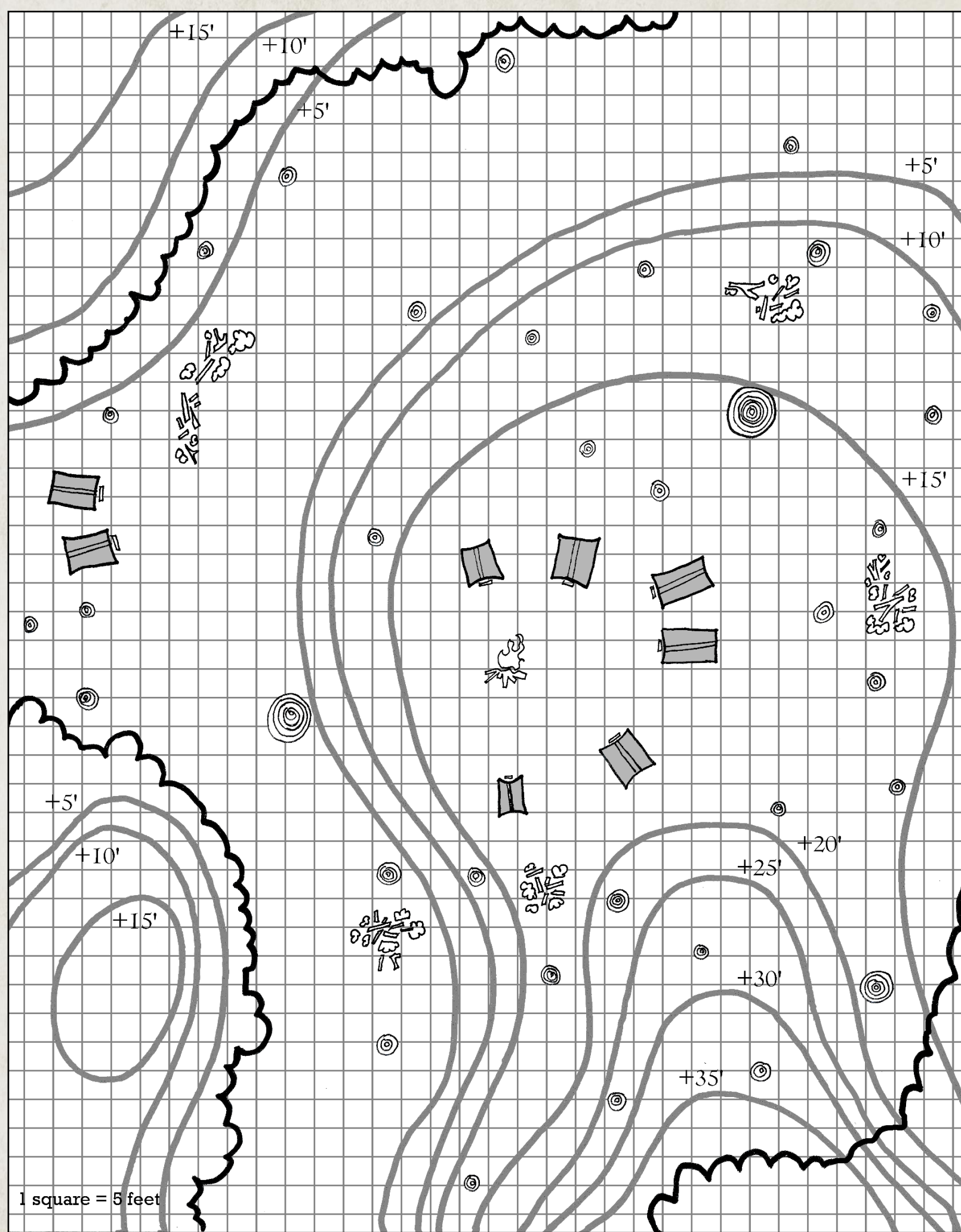
G

Oe

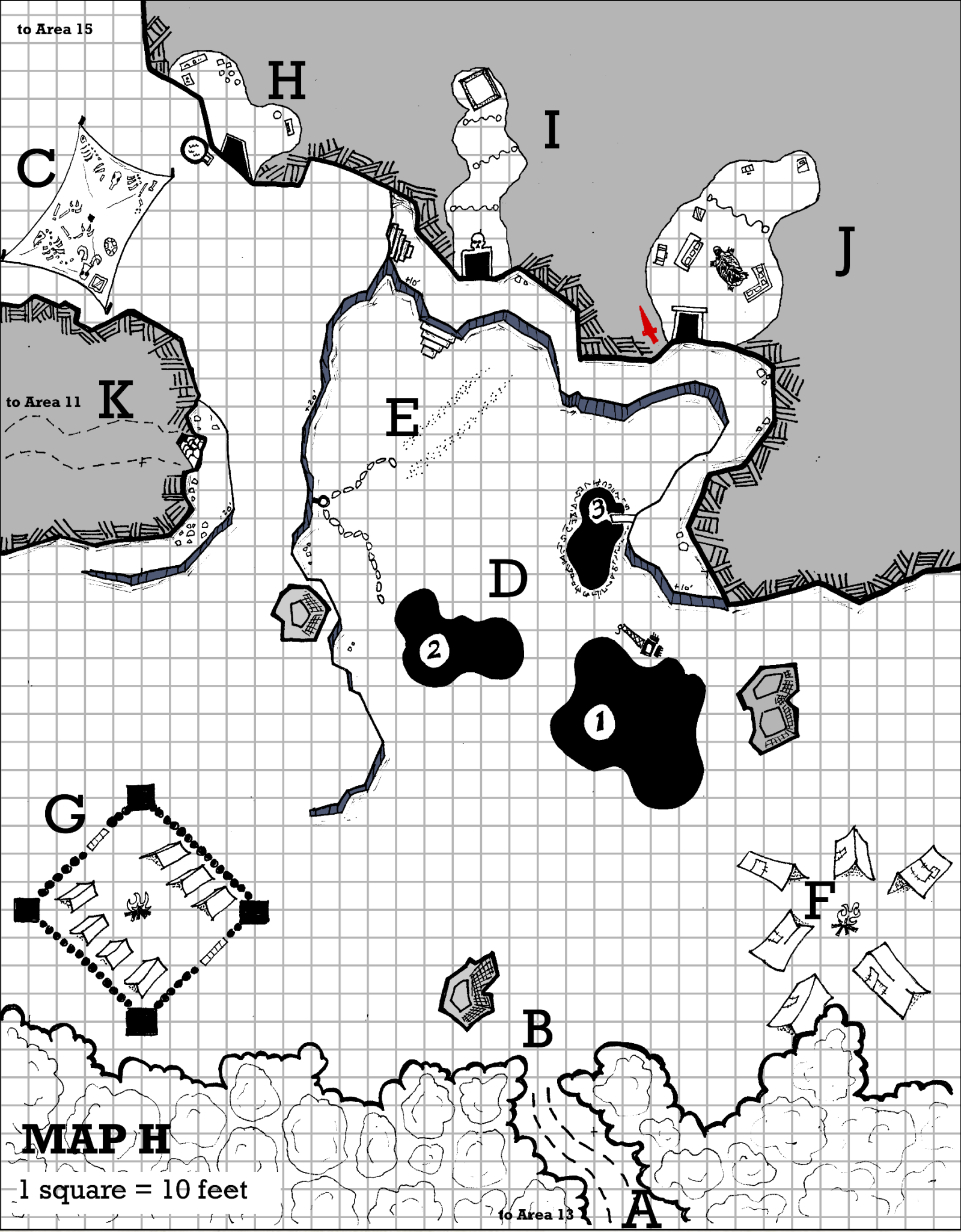
1 square = 5 feet

start





to Area 15



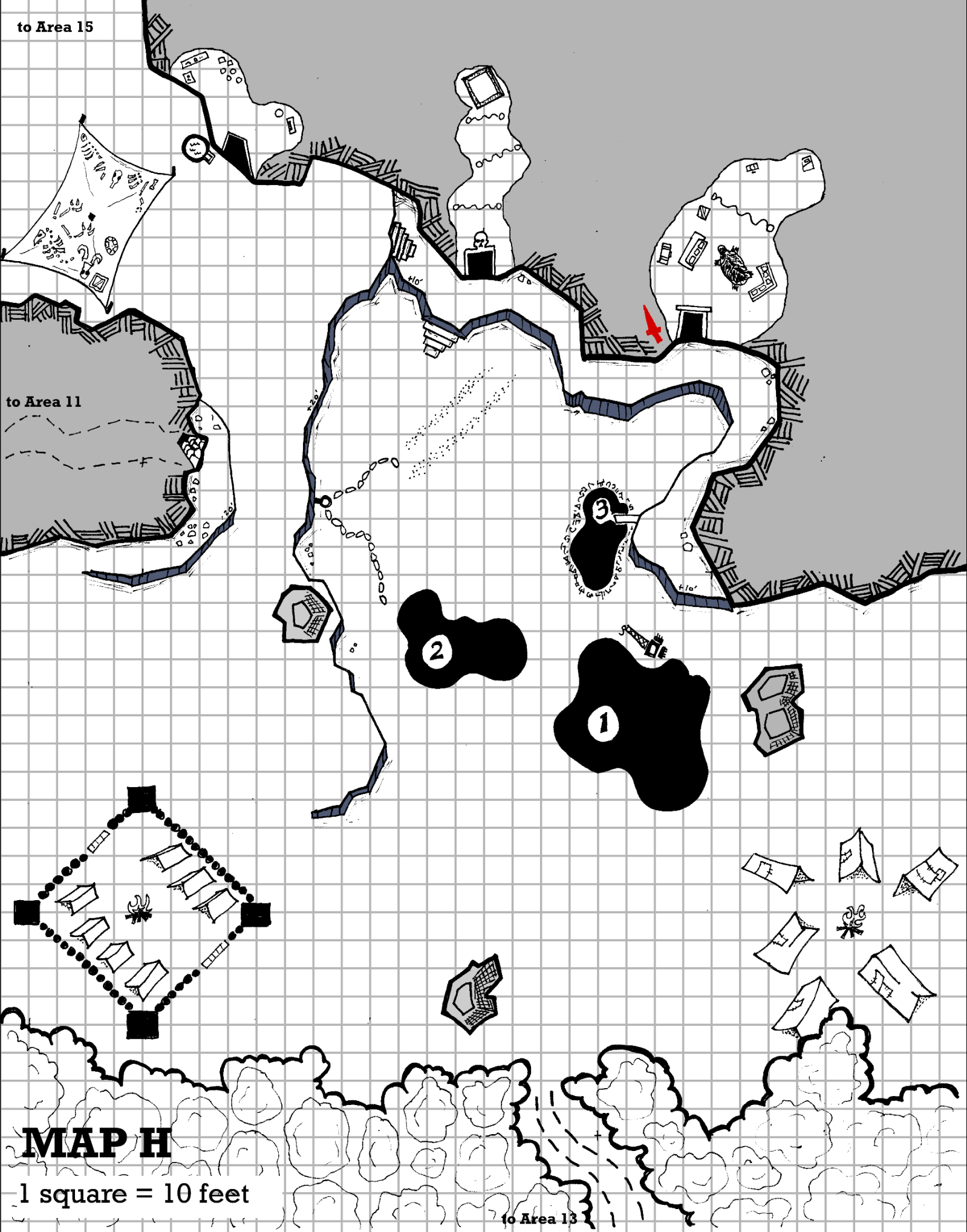
MAP H

1 square = 10 feet

to Area 13

A

to Area 15

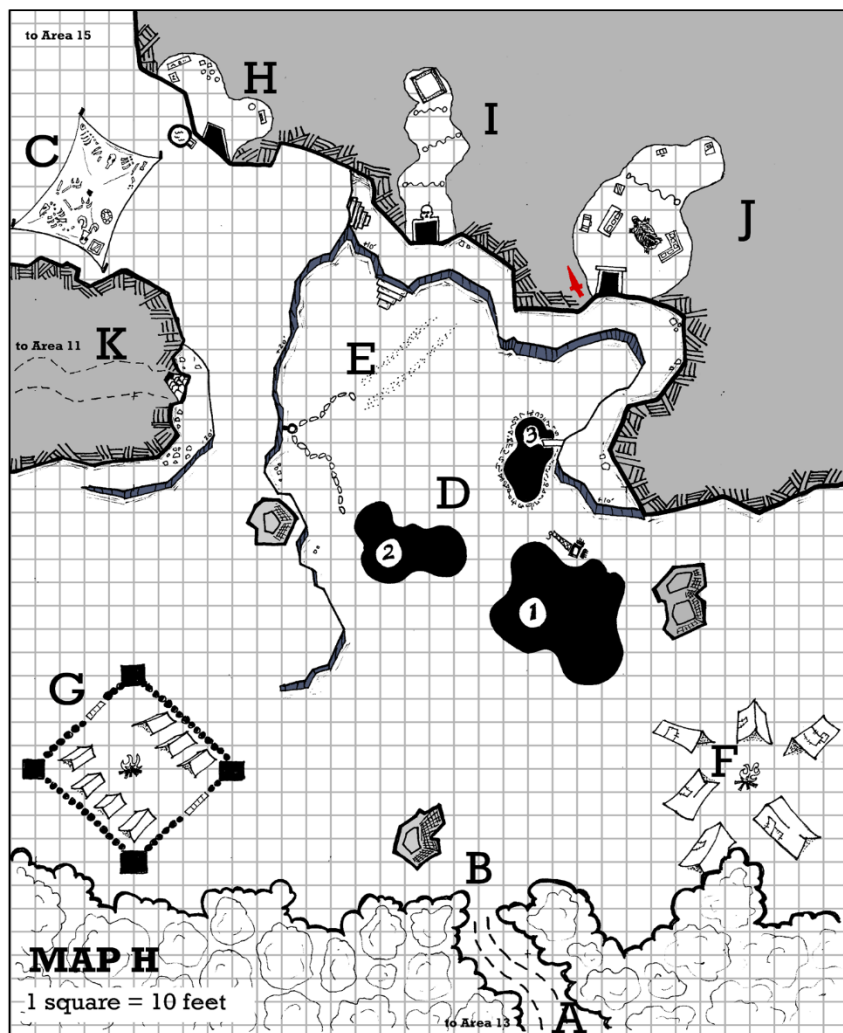


MAP H

1 square = 10 feet

to Area 13

Map Hb. Cheat Sheet for the Big Battle at Area 14



Below is a summary of enemies across Area 14, in 2 scenarios: the PCs catch necromancer unawares or the necromancer has set an ambush.

Area	Enemies	Enemies (ambush)
14A	Flame skull	Flame skull
14B	Spy, thug	None
14C	None animated at first	Skeleton swarm, giant armadillo skeleton
14D	1 skeletons, 4 tar skeletons	Sticky skeleton swarm Giant serpent skeleton (T11)
14E	Mammoth skeleton, bugbear	2 mammoth skeletons, bugbear, scout
14F	None	None
14G	3-10 bandits	1-2 henchman swarms
14H	Kobold trap-maker, Andavar (if alive)	Kobold trap-maker, Andavar (if alive), sticky skeleton swarm
14I	Rhezicora	Rhezicora
14J	Darbarik (beserker)	Darbarik (beserker)

The Battle begins

Encounter T9: Rhezicora detects the dragon and sends her minions to drag him into a tar pit.

- Swarms of skeletons and henchmen from Areas C, D, G and H try to chain Scoriaptrak.
- Once chained, skeletal mammoths in Area E attempt to pull him into the nearest tar pit.

Mid-battle twists

Encounter T10: The Cult of the Dragon appears (bard, dragonfang, cultist, guard drake) and tempts Scoriaptrak to evil.

- Scoriaptrak must succeed on a DC 18 Charisma saving throw every round he can hear the *darkheart violin* (DC 14 if it's the backup).
- With 3 failures he becomes chaotic evil & attacks the PCs.

FAILURES

Encounter T11: Rhezicora distracts the party by dangling a group of innocent villagers over a flaming tar pit #1. A giant serpent skeleton guards them.

Encounter T12: If the dragon dies, time is frozen and the dragon and PCs are now in an audience with Kelemvor and Bahamut. The PCs must succeed on two separate checks before 2 failures on either check.

- A DC20 CHARISMA (Persuasion) check w/ Kelemvor
- A DC20 CHARISMA (Persuasion) check w/ Scoriaptrak

FAILURES

With success above, Scoriaptrak is transformed into a young gold dragon and the battle continues. The necromancer fights to the death.

Don't forget to use Redemption Dice!

Allies

Allies made along the way can show up to help. Each ally can be used once to remove up to a CR1 enemy or hazard, or up to 20 HP of damage. An ally may also use the Aid action to grant Advantage to a single roll.

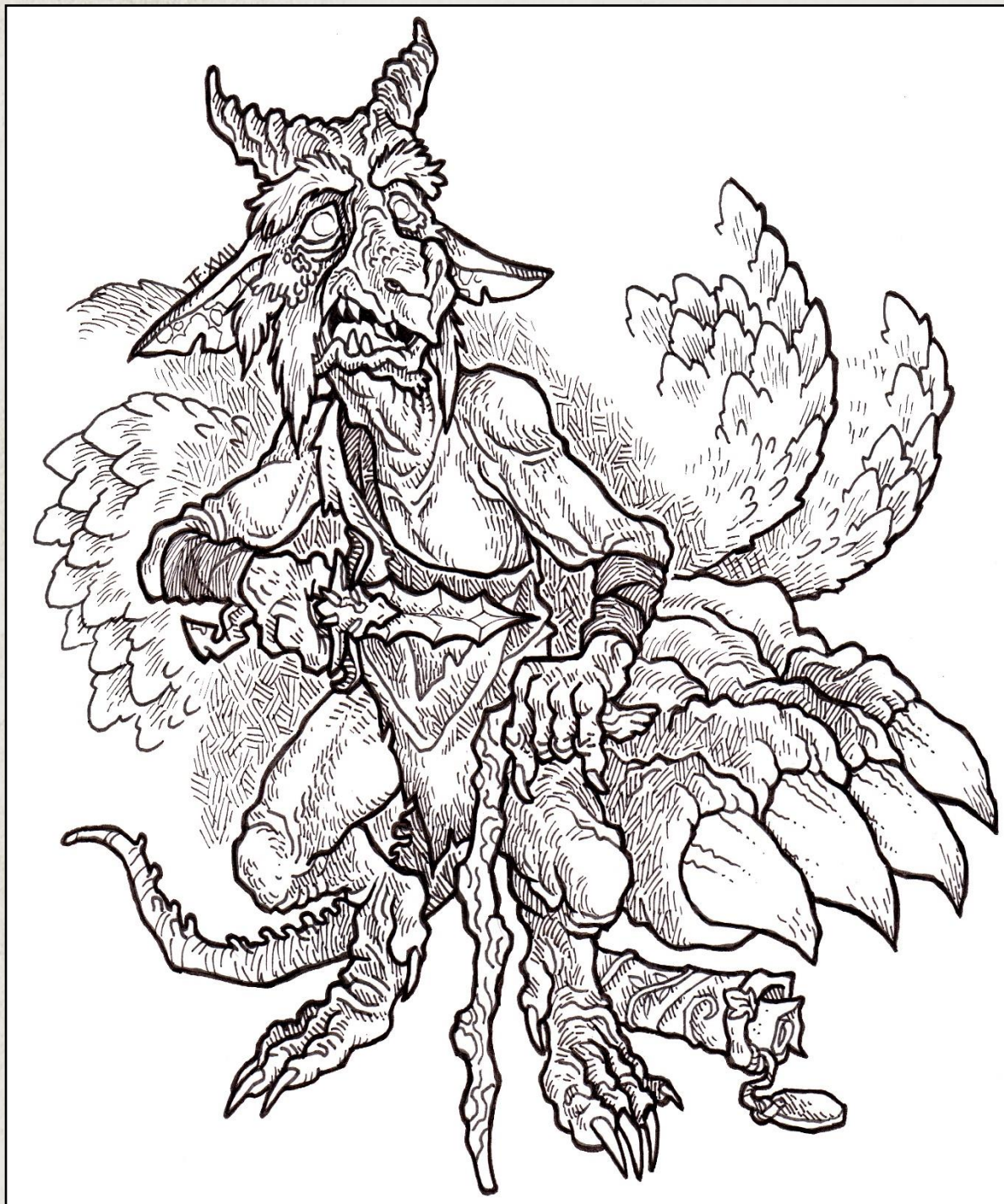
Area	Ally
5	Eld Armabuckler
9	Tweeskree, elf
13	Sir Patkyt, Medrash
14J	Darbarik
R6	Hunting party
R10	Nillam the Harper

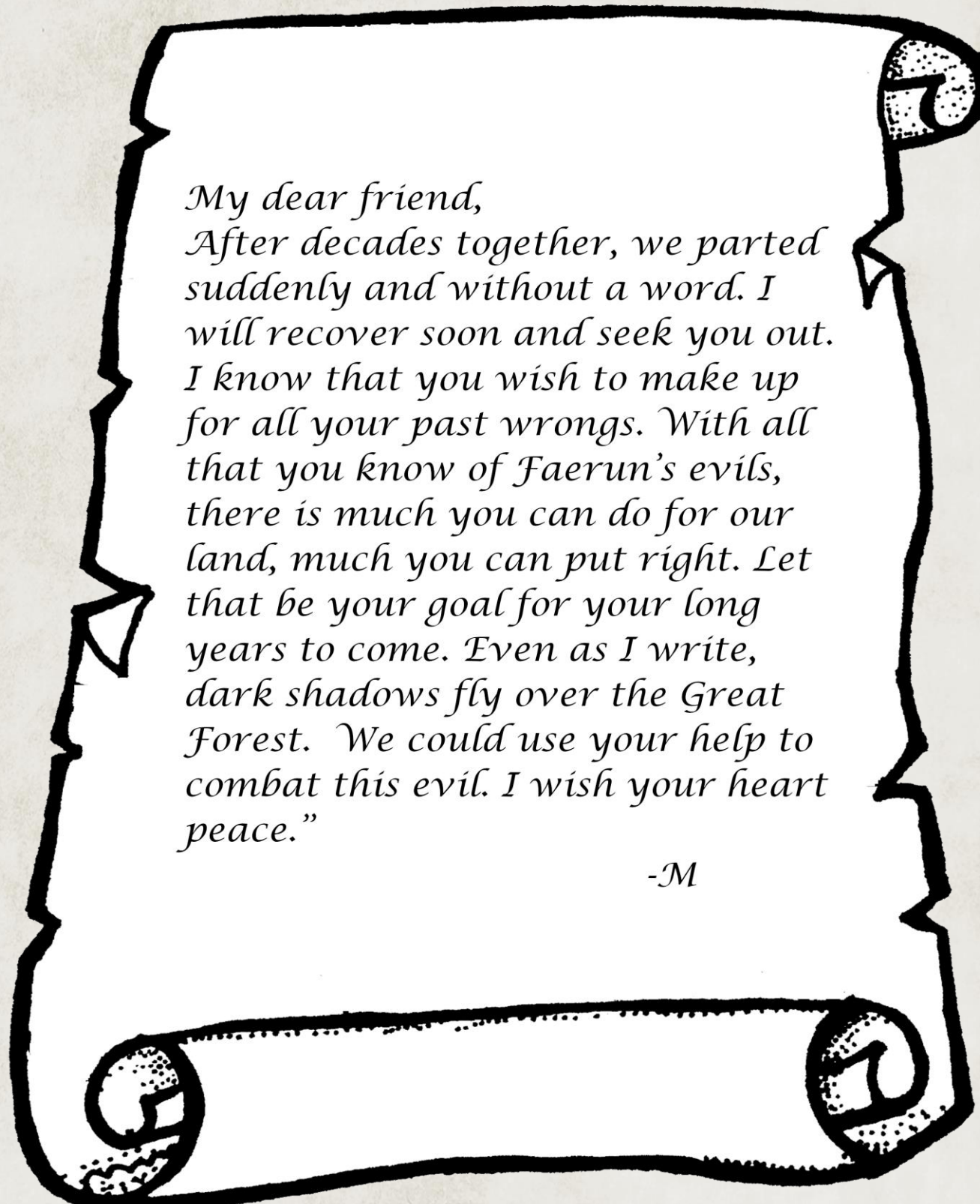
Other resources

Area	Ally
2	<i>Book of fancies</i>
8	<i>Whistle of reptile stunning</i>
R4	<i>Bullroarer of skeletal control</i>

Appendix D: Player Handouts and Illustrations

Illustration A (Area 1)





*My dear friend,
After decades together, we parted
suddenly and without a word. I
will recover soon and seek you out.
I know that you wish to make up
for all your past wrongs. With all
that you know of Faerun's evils,
there is much you can do for our
land, much you can put right. Let
that be your goal for your long
years to come. Even as I write,
dark shadows fly over the Great
Forest. We could use your help to
combat this evil. I wish your heart
peace."*

-M

Illustration C (Area 5)



Illustration D (Area 6)

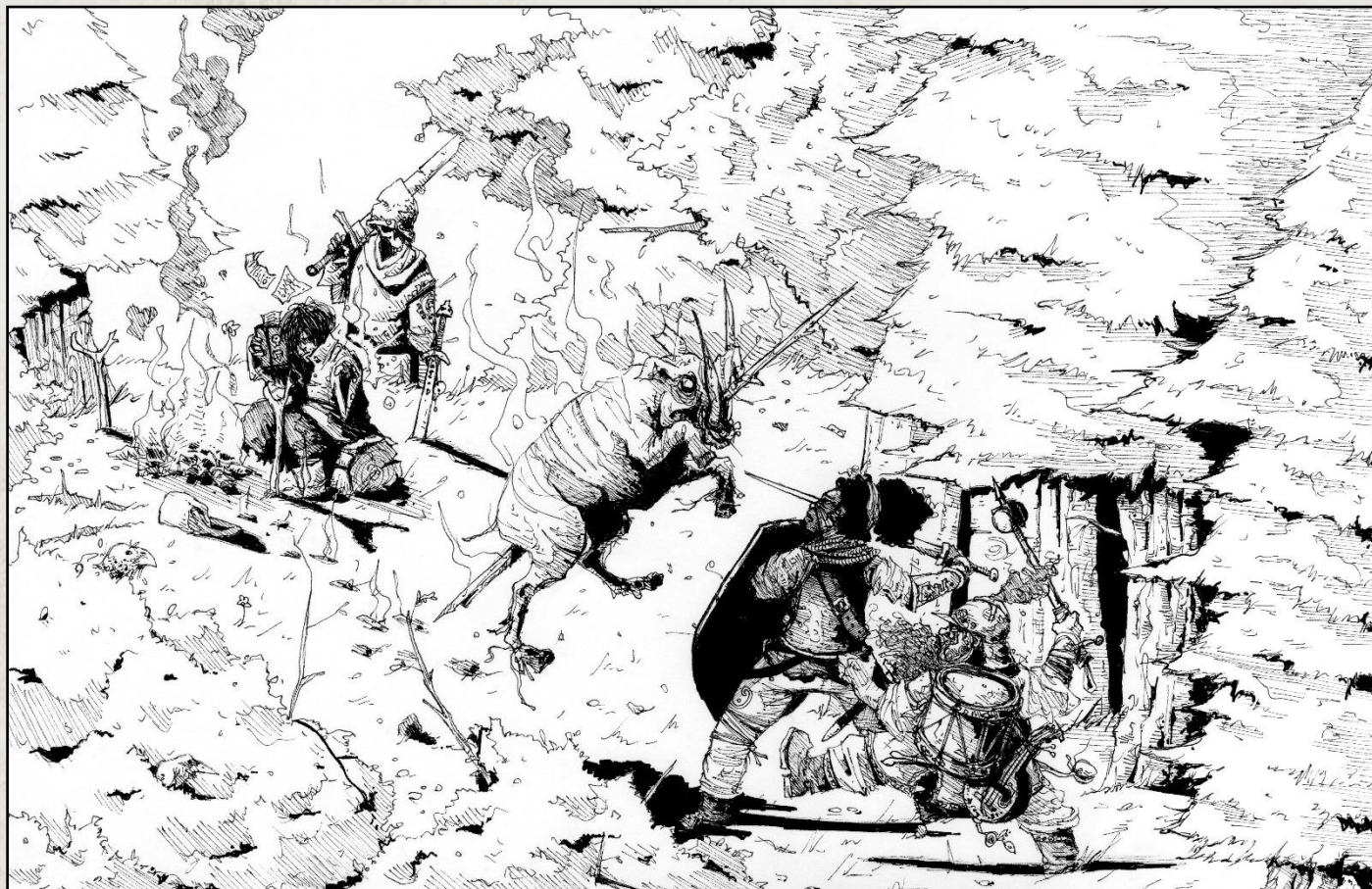


Illustration E (Area 7)



Illustration bonus (lizardfolk hatchling-Area 8)



Illustration F (Area 9)



Illustration G (Area 9)



Illustration H (Area 14 or encounter T5)

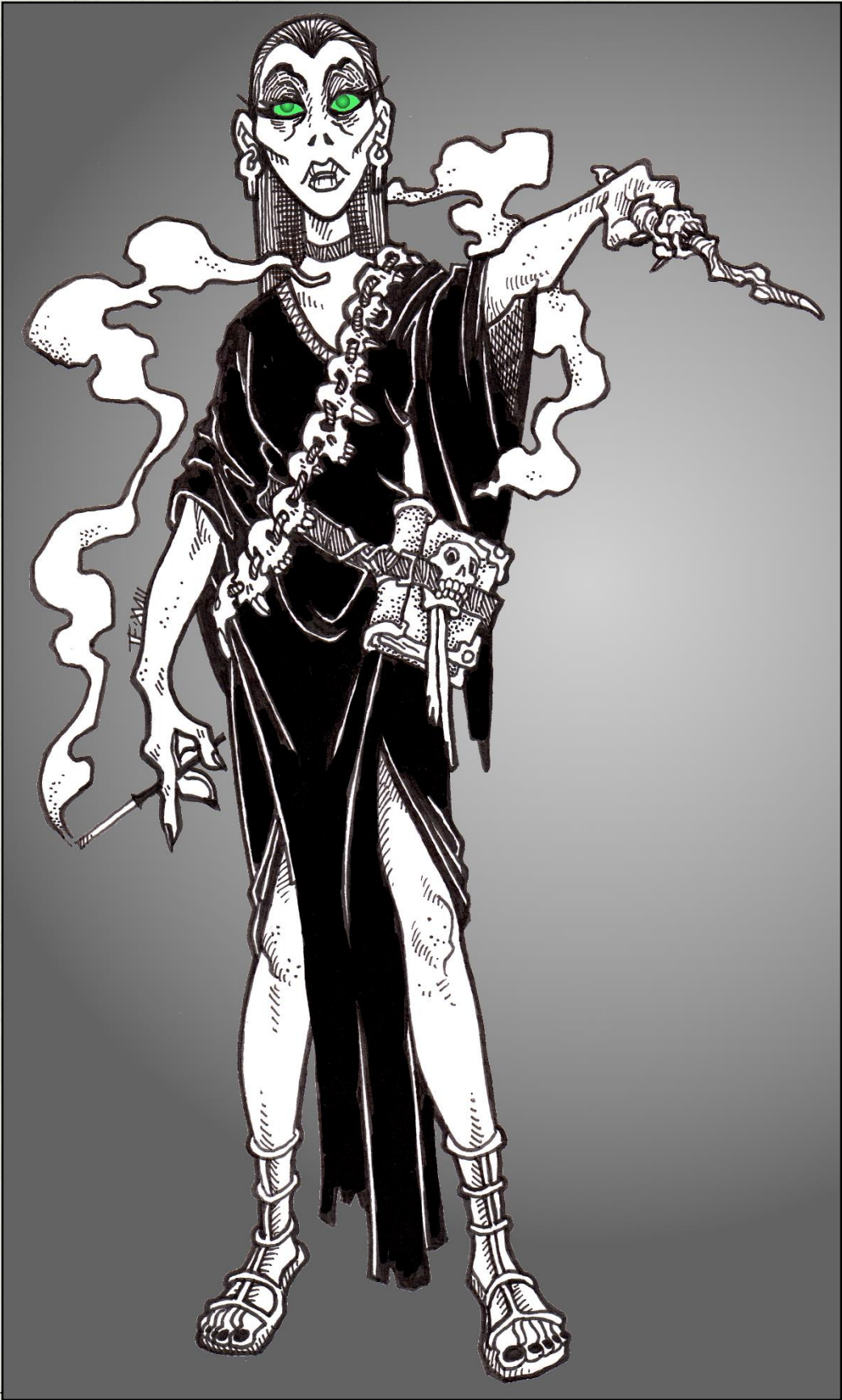


Illustration I (Random encounter T11)



Illustration bonus (uncropped cover art)

