

CCC-HERO-BK3-02



THE FIRE REKINDLED



A 2-hour to 4-hour Border Kingdoms
adventure for characters of 5th - 10th level

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Adventure Tier: 2

Optimized For: APL 8

Version: 1.1



The Fire Rekindled

Whispers have arrived of an assassination attempt on the Mage Rymdyl. While the mage has made her presence known by bringing about peace across the Border Kingdoms, as of late she remains unseen, isolated inside her tower. Plagued by ghosts of the past and twisted visions of a land in conflict, Rymdyl will need help to discover the true enemy and protect her newly resurrected life.

A Four-Hour Adventure for Characters of 5th – 10th Level



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WELCOME TO THE BORDER KINGDOMS!

According to the sage Meriadas of Westgate: “The Border Kingdoms are the most favored destination for adventurers who want to proudly and boldly conquer a realm or establish their own new kingdom. Lords, counts, dukes, kings and emperors rise, proclaim themselves, and are swept away with the speed and regularity of waves crashing upon a shore.”

This tumultuous land lies between the Lake of Steam and the Shaar in the Forgotten Realms. Gamehole Con has been granted exclusive rights to develop Adventurers League content in this region and our offerings include adventures, source material, and short stories. For more Border Kingdoms content, visit the DMs Guild!

[Border Kingdoms content at the DMs Guild](#)

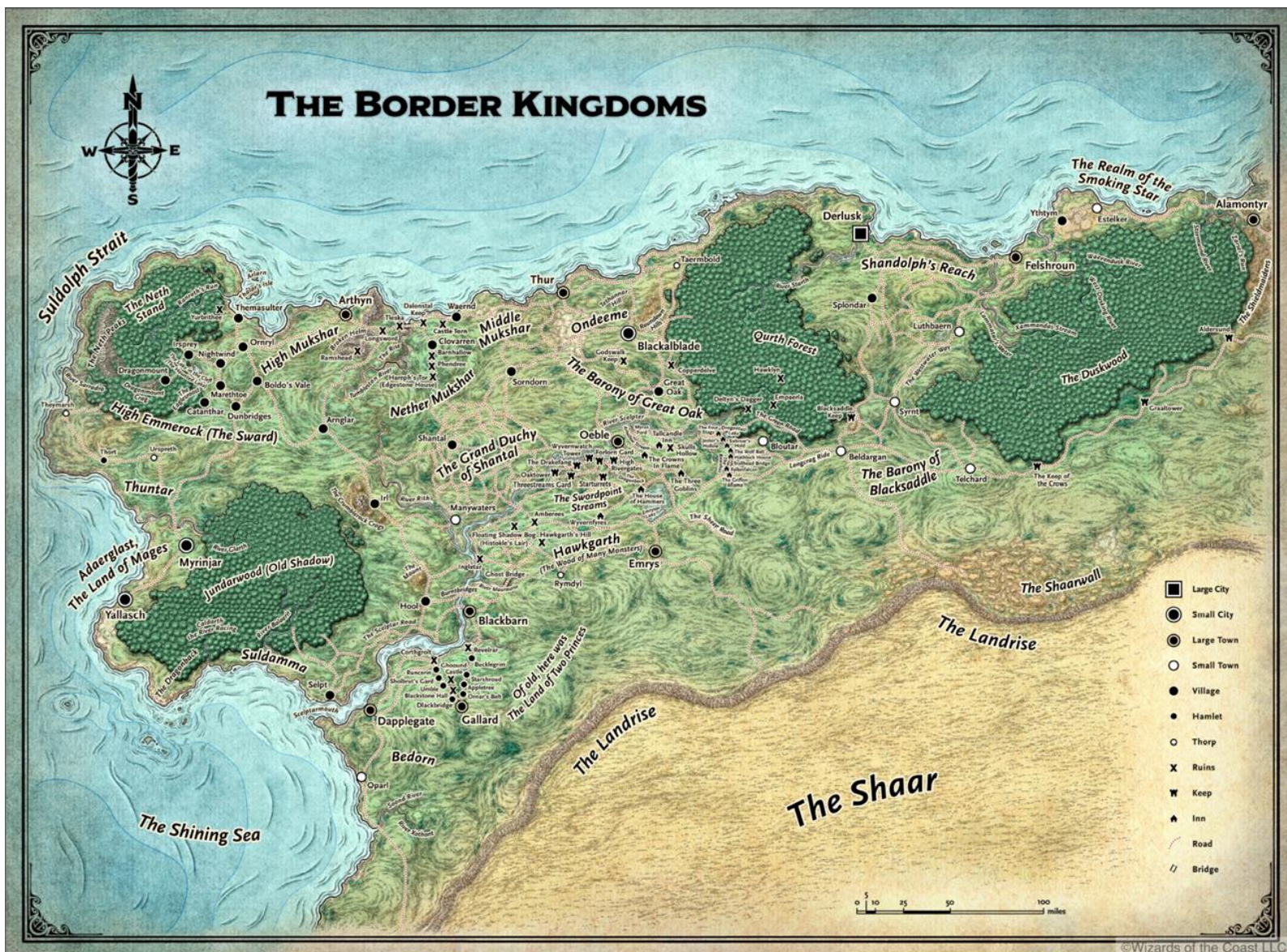
A NOTE ABOUT ENCOUNTER SCALING

This adventure is optimized for a party of five characters. When running an adventure at a large convention such as Gamehole, it is common to have seven players at a table, which has the potential to affect encounter balance.

Players tend to bring their best and brightest to gatherings like Gamehole, and a group of seven optimized characters can easily overpower the recommended party strength. As a DM, you can—and should—adjust each encounter’s difficulty to present a challenge for your players.

If the characters are overcoming combats too easily, increase the recommended strength level of the encounters by a step (from average to strong, for example). If needed, you can also increase the number of monsters or maximize their hit points to make things a little harder. In some cases, you may even need to increase the difficulty by two steps. Just be careful not to make things unwinnable.

Remember, adjusting or improvising is encouraged, so long as you maintain the adventure’s spirit!



ADVENTURE PRIMER

Welcome to **THE FIRE REKINDLED**, a D&D Adventurers League™ adventure, that is part of the official D&D Adventurers League™ organized play system.

The adventure is set in the Border Kingdoms, a tumultuous region of the Forgotten Realms on the southern shore of the Lake of Steam. During the adventure, the characters uncover a plot to assassinate the mage Rymdyl and take steps to protect her from the assailants. But her most dangerous foe may just be herself.

BACKGROUND

The **MAGE RYMDYL** is unwell.

After the Battle of Blackbarn, the mage retreated to her tower for long-sought peace and relaxation. In the stillness, the weight of time caught up to her, and Rymdyl began to feel out of place amongst the constantly shifting Border Kingdoms. Realms she allied with no longer exist, and many of her friends have passed, with those that remember her having long ago moved on. To cope, Rymdyl remains in her tower, surrounding herself with bygone comforts and focusing on matters left unresolved due to her untimely death.

With the victory at Blackbarn, Rymdyl assumed her visions of darkness over the Border Kingdoms would cease. Yet they remain, albeit twisted with intrigue and subterfuge. While all-out war may have been averted, tensions between and within kingdoms grows. Unbeknownst to the mage, the orchestrator of the growing conflict is intent on nurturing the Border Kingdom's hostile and turbulent nature. Rymdyl's efforts for widespread peace have made her a target. Strings have been pulled and **ASSASSINS** ordered to dispatch the mage.

On a supposed mission for Rymdyl, **GUTHRYN B. LAW** was on the northern end of the Border Kingdoms when he overheard the plotting of this assassination. Taking his fastest horse, Guthryn raced back to Rymdyl but was ambushed on the way. Instead of killing Guthryn, the assassins planted an **ENCHANTED LETTER** on him to give to the mage in order to weaken her before their arrival. On the verge of death, Guthryn limps back to the mage, seeking help to alert Rymdyl of the impending danger, shake her out of preoccupation with the past, and assure her safety.

OVERVIEW

The adventure's story is spread over three **episodes** that take approximately four hours to play. These episodes contain two **story objectives** and are introduced by a Call to Action episode.

- **Episode 1: Wounded Warning.** The characters stumble upon the half-conscious **GUTHRYN B. LAW**. He requests that the characters deliver the news of an assassination plot and protect Rymdyl. This is the adventure's **Call to Action**.
- **Episode 2: The Mage's Haunt.** The party arrives at **RYMDYL'S TOWER** and find the mage safe but distracted and forlorn. To confirm the identity of her assassins, she asks the characters to obtain an item stolen by the **BRIGAND SPIRITS** that still haunt the tower. The characters make efforts to secure Rymdyl's safety and uncover what ails her as of late. This is **Story Objective A**.
- **Episode 3: Let the Past Die.** The **ASSASSINS** strike while Rymdyl is immobilized in a prison of her past. The characters learn of a new threat in the Border Kingdoms and Rymdyl's purpose is renewed. This is **Story Objective B**.

ADVENTURE HOOKS

This adventure assumes that characters have a pre-established relationship with Rymdyl and Guthryn B. Law and have been traveling across the Border Kingdoms on behalf of Rymdyl to gauge the current political climate and form new alliances. The characters are on their way back to Rymdyl to deliver the latest updates.

If the characters have not participated in previous Border Kingdoms adventures, the following adventure hooks can be used to draw them into the story.

- **An Absent Harper.** Characters affiliated with the Harpers are asked to track down the whereabouts of Guthryn, an agent posted in the Border Kingdoms that has not reported in for many tendays.
- **The Recluse Rymdyl.** The people of the village of Rymdyl and its surrounding region have not seen the mage Rymdyl in many days and worry that she is unwell. They have asked the characters to visit the mage and see if she needs any assistance.
- **Travelers.** The Border Kingdoms are full of adventurers seeking treasures and glory. While on the road near Rymdyl, they come across the wounded Guthryn B. Law.

ADVENTURE FLOWCHART

This section should provide you, the DM, with a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



EPISODE 1: WOUNDED WARNING (CALL TO ACTION)

Estimated Duration: 15 minutes

The characters are returning to the mage Rymdyl when they come across a wounded figure who has uncovered news of an assassination plot concerning the mage. Read the following:

As you make your way down the road, you see Rymdyl's tower just past the next hill. Ahead of you, a horse and rider up ahead, walking at a laggard pace and dragging its hooves. Before you can move closer, the figure slides off the horse, affixed to the saddle by a rope tied around the figure's waist as the horse limps on.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. The road is well traveled and spans a width of 20 feet. Small vegetation grows on either side of the road, and Rymdyl's tower can be seen just on the horizon, approximately 1,200 feet away.

Lighting. It is midday, with the sun at its zenith and the sky clear.

Guthryn's Possessions. Inside Guthryn's backpack are two empty bottles of *potions of healing*, standard adventuring gear, and a hand-carved wooden box with an etched bird inlaid onto the top. A successful DC 13 Wisdom (Survival) or Intelligence (Nature) identifies the bird as an albatross. Inside the box is a folded letter sealed with red wax addressed to Rymdyl. A *Nystul's magic aura* conceals the magical nature of the letter. If the letter is opened, the characters only read nonsense written in common.

CREATURE INFORMATION

Characters immediately recognize the wounded human as **GUTHRYN B. LAW**, a bard, ally, and member of the Harpers who played a part in the defeat of the Death Knight Avallar. Guthryn is dragged by his exhausted horse. He is unconscious and dying and must make death saving throws each round until stabilized (such as with a successful Wisdom (Medicine) check DC 10) or healed to above 0 hit points.

Cursed Wound. Any observer can see that Guthryn has lost an extreme amount of blood from the wound on his back. A successful DC 13 Wisdom (Medicine) check reveals that the wound was made three days ago by a spiked weapon and looks to be infected. The check also reveals that Guthryn is very weak (he currently has a Strength score of 5 as a result of a **shadow's** strength drain). A successful DC 15 Intelligence (Arcana) check reveals that the wound is cursed and will continually deal 1d10 necrotic damage each minute until Guthryn reaches

0 hit points, causing him to constantly fade in and out of unconsciousness. The curse can be removed by a *remove curse* or *greater restoration* spell.

Objectives & Goals. Guthryn is on a mission to deliver the news of the assassination plot to Rymdyl.

What Does Guthryn Know? If Guthryn is healed to above 1 hit point, he gains consciousness and conveys his mission for Rymdyl in the northern region of the Border Kingdoms when he overheard three cloaked figures in a tavern discussing plans to "visit the resurrected mage" and that "it was a shame she wouldn't be able to enjoy her new life for long."

He was on his way to warn Rymdyl when was attacked on the road at night and left for dead. However, Guthryn awoke hours later and pulled himself onto his horse. He has been on the road for three days without rest in order to beat the assassins here. The assassins will no doubt arrive by nightfall.

If asked and able to reply, he shares the following.

- He recalls that the assassin speaking had grey withered hands and wispy voice.
- Guthryn was ambushed in the dead of night. The last thing he remembers was a searing pain in his back as he was ripped from his horse and the strength leaving him.
- While Guthryn does not have the energy to go into detail, he reveals that the Mage Rymdyl is "unwell" and has not left her tower in many tendays.
- Guthryn refuses to share the reason for his original mission, claiming it is "classified information" for Rymdyl, which explains his lack of communication with the Harpers. A successful DC 15 Wisdom (Insight) check reveals that the man is not entirely truthful.
- In truth, Guthryn traveled to the north in search of Rymdyl's past lover, an elf known to the mage as her "Little Albatross" who now lives as a hermit. Guthryn hoped that bringing her love back to Rymdyl would lighten the mage's spirits. However, the hermit politely refused Guthryn's request, instead, he gave the Harper a box with a letter inside to deliver to Rymdyl as a gift. If pressed about the nature of the box, Guthryn replies that the box is a gift but explains no further.

CALL TO ACTION

Guthryn asks the characters to deliver the news of the oncoming assassination plot to Rymdyl as soon as possible and assist her in preparation for the attacking assassins.

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EPISODE 2: THE MAGE'S HAUNT

Estimated Duration: 2 hours 45 minutes

The characters arrive at Rymdyl's Tower and assist her in preparing for the impending assassin attack.

STORY OBJECTIVE A

The characters must locate and retrieve Rymdyl's brass brazier from the spirits that still haunt the watchtower to confirm Rymdyl's suspicions regarding her assassins. The spirits must be removed from the tower in whatever way is necessary. The characters may also take steps to fortify the tower in preparation for the assassins.

OF SUPPOSITIONS AND SPIRITS

With Guthryn in tow, the characters arrive at the front door of Rymdyl's tower. Read the following:

The mage's tower stands before you. It appears Rymdyl has made a few modifications to the tower since it was reconstructed, turning the small watchtower into more of a home by building out the first and second floors. Through the open windows on the tower, warm firelight glows. Attached to the front door is a golden knocker shaped like a wreath of flames.

Knocking once on the door brings no response. However, if the characters continue to knock, or call out for Rymdyl by name, she comes to the door. She looks noticeably disheveled and distant. Upon seeing Guthryn wounded, she quickly ushers the characters in and brings them to her personal chambers (**Area 8** on the map found in **Appendix 3**), where she directs them to place Guthryn upon her bed.

AREA INFORMATION

Ceilings, floors, and walls. The ceilings in all areas are 10 feet high. Unless otherwise noted, all ceilings, floors, and walls are made of worked stone.

Doors and Windows. All doors are made of heavy wood. Except for the doors to the outside on the first level, and Rymdyl's Study (**Area 7**), all doors are unlocked. Glass windows are latched shut from the inside and can be shuttered with wooden blinds.

Temperature and smells. The stone walls of the tower emanate a comfortable warmth despite the lack of a fireplace—a side-effect of the ritual that reconstituted the tower using the essence of a fire elemental. Inside, the tower smells faintly of cinnamon.

Light. All rooms are cast in bright light due to open lanterns that hang from walls, ceilings and the light of afternoon sun.

Old-Fashioned Mess. Household items are scattered about haphazardly and made in styles

centuries old. Paintings depict the village Rymdyl in its heyday, and wooden furniture is askew. Rymdyl has surrounded herself with possessions that remind her of her life before resurrection. Treat the area as **difficult terrain**.

CREATURE/NPC INFORMATION

There are no servants in the tower. Rymdyl lives alone.

Rymdyl immediately questions the characters as to what happened while she flips through her spellbook. She casts *remove curse* if it has not yet been done. After examining Guthryn, she tells the characters that Guthryn needs to sleep in order to regain his strength. Guthryn will be unconscious for the next eight hours unless forcibly awakened.

What Does Rymdyl Know? Once the characters share the news of the oncoming assassination, Rymdyl grimaces, but does not look surprised. She shares the following.

- Once she had some time to herself after the Battle of Blackbarn, Rymdyl has been tracking down her old acquaintances and enemies from her life nearly two centuries ago.
- Many of her allies have perished, or their kingdoms have fallen (as is common in the Border Kingdoms). A successful DC 13 Wisdom (Insight) check reveals sadness in Rymdyl's eyes at this thought.
- Rymdyl has been keeping herself apprised of the whereabouts of **EZOTH ANKET**, a red wizard of Thay who killed Rymdyl during a spell duel nearly two hundred year ago. She believes that once word had traveled of Rymdyl's resurrection and role in the defeat of the Death Knight Avallar, Ezoth would return in order to finish Rymdyl off once and for all. She is convinced that Ezoth is one of the assassins and welcomes the opportunity to enact vengeance upon the wizard who took her life away. A successful DC 13 Wisdom (Insight) check reveals a suppressed anger under Rymdyl's voice.
- If pressed for more information regarding Ezoth, Rymdyl admits that Ezoth is still alive only in undeath – the red wizard has become a lich. However, Rymdyl brushes this fact off, noting that she too, has become more powerful and is ready to confront Ezoth with the characters' assistance.

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- Rymdyl requests the characters find her **brass brazier**, the material component for her *scrying* spell. The brazier was recently stolen by the spirits that still haunt this tower. She asks the characters to track down and clear away the thieving spirits that reside in the tower and retrieve her brazier and other personal possessions. With the *scrying* spell, she can know Ezoth's location, circumvent his ambush, and trap him and his allies.
- She is unsure where exactly the spirits are at any time as they strike when she is out of sight, but they are particularly attracted to magical items.

If the characters need Rymdyl, she can be found with Guthryn in her chambers while she prepares her spells for tonight. She watches over Guthryn in case the curse reappears or other symptoms manifest.

PLAYING THE PILLARS

Here are some suggestions for this episode:

Combat. Characters have the chance to interact with the spirits of the Harrowers. While not overtly violent, the Harrowers will return any hostilities targeting them.

Exploration. Rymdyl's tower is full of information regarding the mage's current concerns. Additionally, as characters make preparations for defending the mage, they may find some areas of the tower to be particularly helpful.

Social. Rymdyl is hiding information she would prefer others not know about. Uncovering the source of her distractions will help the characters bring the mage out of her forlorn mood. Furthermore, negotiating with the Harrowers may bring benefits during the defense against the assassins.

RYMDYL'S TOWER

Rymdyl's tower has the following features unless otherwise specified in specific areas. Refer to **Appendix 3** for a map of Rymdyl's Tower.

AREA INFORMATION

Ceilings, floors, and walls. The ceilings in all areas are 10 feet high. Unless otherwise noted, all ceilings, floors, and walls are made of worked stone.

Doors and Windows. All doors are made of heavy wood. Except for the doors to the outside on the first level, and Rymdyl's Study (**Area 7**), all doors are unlocked. Glass windows are latched shut from the inside and can be shuttered with wooden blinds.

Temperature and smells. The stone walls of the tower emanate a comfortable warmth despite the lack of a fireplace—a side-effect of the ritual that reconstituted the tower using the essence of a fire elemental. Inside, the tower smells faintly of cinnamon.

Light. All rooms are cast in bright light due to open lanterns that hang from walls, ceilings and the light of afternoon sun.

Old-Fashioned Mess. Household items are scattered about haphazardly and made in styles centuries old. Paintings depict the village Rymdyl in its heyday, and wooden furniture is askew. Rymdyl has surrounded herself with possessions that remind her of her life before resurrection. Treat the area as **difficult terrain**.

WANDERING SPIRITS

The tower is haunted by spirits of the brigand group known as the Harrowers (see creature information in the **Area 11** for statistics). A single spirit can be lured out into the open by leaving a permanent magic item unattended in one of the rooms. Characters must succeed on a DC 11 Dexterity (Stealth) check to avoid detection by the ghost. If confronted, the spirit flees to the Brigand Hideout (**Area 11**) in the most direct way possible by moving through walls and floors. As the DM, feel free to run this encounter as a chase scene or any other method you see fit.

THE HARROWERS

After the Warlord of Rymdyl abandoned his watchtower, a group of brigands that called themselves the Harrowers used the watchtower as a hideout. After robbing a mage on the road, the Harrowers were pursued by the mage's summoned monstrosities back to their hideout and were killed or died from their wounds. The spirits of these brigands still haunt the tower even after the tower was reconstituted and are compelled to continue stealing minor possessions. Rymdyl has tolerated their presence due to her recent distractions. The spirits are afraid of a direct confrontation with Rymdyl for fear of what her magic can do to them.

1. ENTRANCE CHAMBER

This room used to be the courtyard of the watchtower until Rymdyl enclosed the surrounding walls.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. The room is decorated with old-fashioned tapestries and embroidered carpets. Other than the locked entrance, two large doors lead to the Living Room (**Area 2**) and one door leads to the Kitchen (**Area 3**).

Locked Entrance. The main entrance of the tower leads into this room and is locked with the *arcane lock* spell that can only be opened with the password, the draconic word for "Albatross." A mundane lock also secures the door and requires a

successful DC 20 Dexterity (Thieves' Tools) check to open without the key in Rymdyl's possession. Failure to pick the lock activates an *alarm* spell.

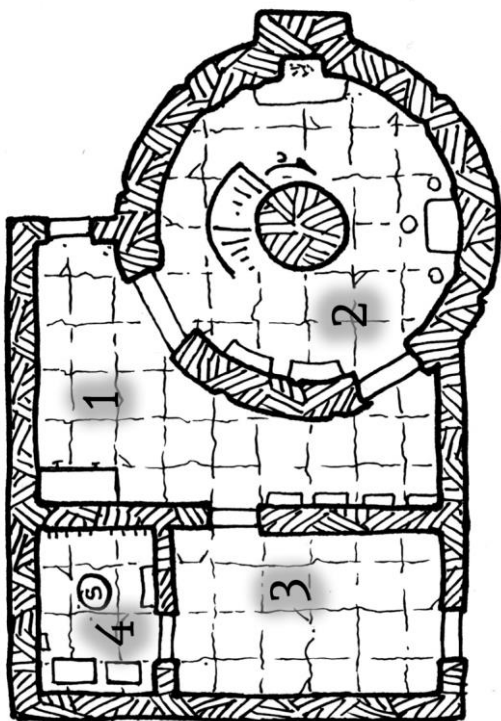
2. LIVING ROOM

The living room also serves as the first floor of the original watchtower. A wooden dining table is located against one wall surrounded by three chairs. This room serves as a place to entertain guests. A stone staircase winds up to the second floor (**Area 5**).

3. KITCHEN

The kitchen features a cauldron that sits over an open fireplace. A table sits against a wall, full of spices from all over the Border Kingdoms and Faerun. Dried meats and vegetables hang from the rafters above.

The door to the east leads to the Storage Room (**Area 4**) while the door to the west leads outside and is normally locked with an *arcane lock* spell and mundane lock that uses the same key as the front door in the Entrance Chamber (**Area 1**).



4. STORAGE

This storage structure used to serve as a disconnected stable for guards posted at the watchtower. After Rymdyl converted the courtyard into the Entrance Chamber, she paved the stable in stone and stores any old items from the previous owners of the watchtower she has found while renovating inside.

Old Equipment. Rusty weapons and armor are stacked in wooden crates. These items are beyond repair or use, but Rymdyl has kept them to feed to her summoned fire elementals. A successful DC 14 Intelligence (Investigation) check reveals that some of these items bear the symbol of the Warlord of Rymdyl who constructed the watchtower, and some of the items are small blades and tools, more often associated with those of a criminal background.

Secret Door. Characters who succeed on a DC 14 Intelligence (Investigation) check find deep gouge marks on the east wall of the room which lead under the paved floor. A successful DC 16 Wisdom (Survival) or Intelligence (Nature) check reveals these marks to be made by the claws of a large beast or monstrosity. While the paved floor is not marked with any slashes, a successful DC 10 Intelligence (Investigation) check allows a character to intuit that something must be underneath the floor.

Characters reveal the secret wooden door under the stone floor by breaking the floor open (AC 17, HP 20) or prying up the paving stones by succeeding on a Strength check DC 15. Characters can make this check at advantage if proficient with Thieves' Tools or in possession of a crowbar. Breaking open the floor alerts the spirits in the Brigand Hideout (**Area 11**).

The wooden door is marked with slashes and is stained with blood. The door is barred shut but rotted with age, and can easily be opened, revealing a ladder down to dark Hidden Hallway (**Area 10**).

5. TOWER SECOND FLOOR

The second floor of the tower continues up to the Summoning Room (**Area 7**). Windows look out over the village below. Two large doors open to the Study (**Area 6**) which is locked and protected in a similar fashion to the exterior door in the Entrance Chamber (**Area 1**). The password to enter her study is, "I am the fire" in Draconic, which Rymdyl will share with the characters if asked. In addition to setting off an *alarm* if opened without the password, the door will also trigger a *hold person* spell with a DC 18 Wisdom saving throw on the character who opened the door.

6. STUDY

Rymdyl uses this room to conduct her research and to plan for future missions for her adventurers. Bookshelves line the walls and a finely embroidered carpet covers the floor. Some of the books appear to be decayed and most likely came from Rymdyl's old tower. A working desk with open books and arcane instruments sits on one end of the study, while a large round table sits on the other end. In one corner of the room sits a barrel filled with liquid and a drying rack for sheets of parchment.

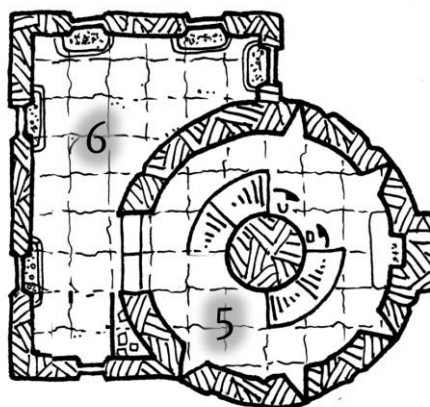
Map. Rymdyl keeps a large map of the Border Kingdoms spread out on the round table. Stone markers indicate the locations of various adventuring parties she has sent off on quests to gauge the current political climate of the region. Pins with red and blue yarn crisscross across the map, linking realms, cities, and towns to each other and indicating the complex rivalries and alliances that link the tumultuous land.

Notes on Visions. A successful DC 13 Intelligence (investigation) check reveals a set of frantic notes tucked under one corner of the map. The notes describe Rymdyl's dark visions of murder and subterfuge sweeping the Border Kingdoms, and then a flash of fire as the entire land burns.

Notes on Ezoth. On her working desk is an empty area where Rymdyl's brass brazier for *scrying* once sat. Next to it are pages of notes Rymdyl has written, detailing the whereabouts of Ezoth in Thay, down to the hour. A successful DC 15 Wisdom (Insight) check hints that Rymdyl's notes are borderline obsessive and full of vengeance and that for the past few days, Ezoth has been conducting research in his secret lair.

Barrel of Fire Protection. In the corner of the room is a barrel full of a magical liquid that Rymdyl uses to coat all her spellbooks and flammable objects. Flammable objects that are coated with this liquid and set out to dry for 24 hours are immune to fire damage. A character that succeeds at a DC 16 Intelligence (Arcana) check or Intelligence (alchemist's tools) check concludes that if the liquid

is used to coat the skin, it grants the character resistance to fire damage for 1 hour. This process takes 1 hour (see Preparations for Attack at the end of this Episode).



7. SUMMONING ROOM

As a conjuration wizard, Rymdyl has dedicated an entire room of her tower for a summoning circle that also doubles as a teleportation circle. The summoning room continues up to the next floor of the watchtower, where Rymdyl's Chambers (**Area 8**) are located.

Summoning Circle. The 5-foot radius circle is lined in red runes. Characters who succeed at a DC 15 Intelligence (Arcana) check understand that the circle also acts as a permanent *magic circle* that prevents elementals from leaving the circle. The runes of the circle can also be modified (see Preparations for Attack at the end of this episode).

8. RYMDYL'S CHAMBERS

Rymdyl's chambers are covered in a thick carpet of deep orange and red. A thick red velvet curtain splits the chamber in half. A wardrobe stands against one wall with an iron ladder to a ceiling door that opens up to the Tower Top Floor (**Area 9**). Through the curtain a small drawer sits against another wall. A bedside table and chair stand next to the bed.

Guthryn's Possessions. Guthryn's backpack is propped up next to Rymdyl's chair. If the characters examine the backpack, they will find the same items listed in Episode 1.

CREATURE INFORMATION

Guthryn is asleep on the bed, and seated on a chair next to him, is Rymdyl, reading her spellbook.

What Does Rymdyl Know? Rymdyl appears to be split between focusing on preparing her spells and caring for Guthryn. She is clearly distracted by other thoughts but is willing to answer the characters' questions. Any attempts to cheer the mage up will require a successful DC 15 Charisma check. On a success, the character has advantage on all successive Charisma checks with Rymdyl for the rest of the adventure. She knows the following.

- If pressed as to why Rymdyl so strongly believes Ezoth to be the assassin and the character succeeds at a DC 13 Charisma (Persuasion) check, Rymdyl will explain that tonight is the anniversary of her death.
- In fact, if Ezoth wasn't going to come after her, she had half a mind to teleport to Thay and challenge Ezoth tonight to a spell-duel and exact revenge. She replies, "He stole my life, and caused harm to many in my absence. It would bring me great pleasure to take what little life he has left from him." The main reason she hasn't gone is because of her visions of danger in the Border Kingdoms.
- If asked about her visions, Rymdyl explains that she has had little sleep as her visions are haunted by a darkness that sweeps over the Border Kingdoms and a fire that will consume the land from the inside out. Rymdyl expresses helplessness. She thought the defeat of the Death Knight Avallar would bring about peace.
- Rymdyl does not know where Guthryn went. She explains that a few tendays ago, Guthryn stopped by to visit her for a few days, and then he left, explaining he had a mission to do for the Harpers.

If Rymdyl catches sight of Guthryn's box, she will ask to see it. Once she opens it, her eyes grow wide, and she looks towards Guthryn's unconscious body with tears forming in her eyes. She explains that this letter is from someone from her past whom she loved dearly, her "Little Albatross." She surmises that Guthryn went out to get this letter for her as a surprise to comfort her. She smiles, but says she is not yet ready to read what this letter has for her and tucks it inside her robes.

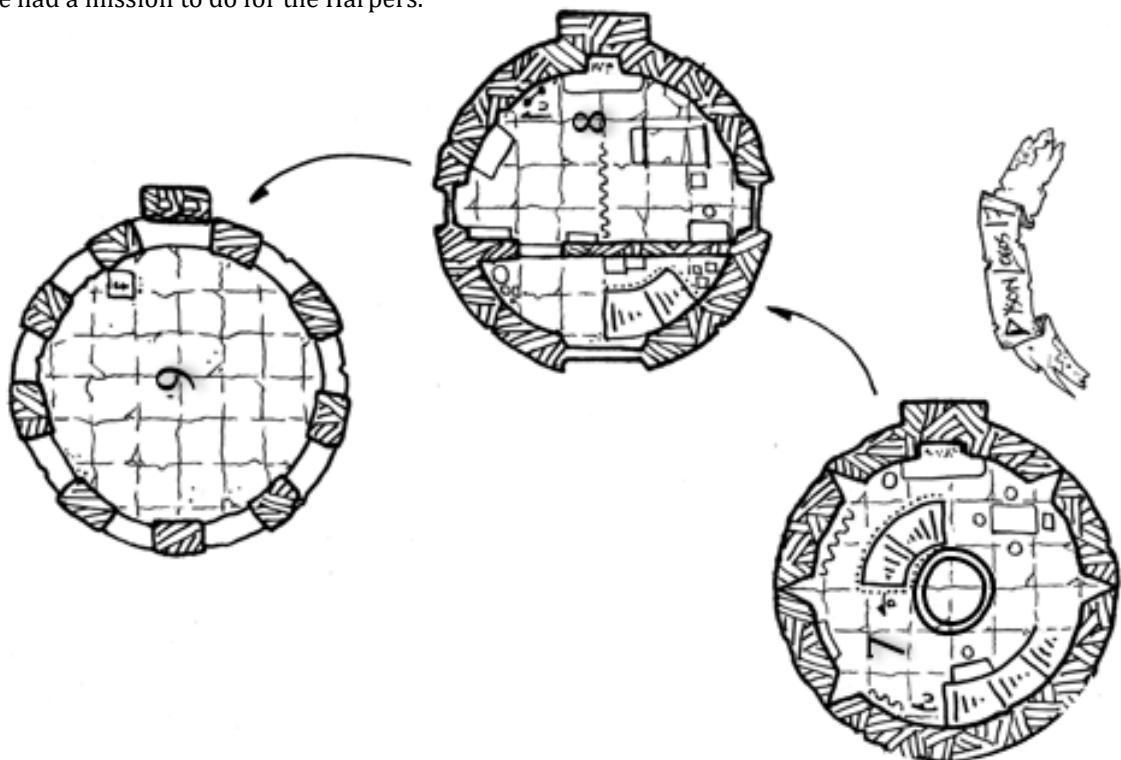
What does Guthryn Know? While Rymdyl insists that Guthryn should rest undisturbed, if the characters wake him, Guthryn will answer any of the questions they have. All the information Guthryn knows is listed in Episode 1.

If the characters press Guthryn on his confidential mission by succeeding at a DC 16 Charisma check, he will reveal the box and letter, explaining to Rymdyl that it was meant to be a gift to cheer her out of her melancholic state.

9. TOWER TOP FLOOR

The top of the watchtower is open to the outside and surrounded by merlons and crenels. The merlons provide three-quarters cover for any characters who wishes to attack targets below.

Floor Door. The floor door leads down to Rymdyl's Chambers (**Area 8**) and can be barred from the inside. The door can be forced open with a successful DC 20 Strength check or broken (AC 15, HP 18).



10. HIDDEN HALLWAY

Underneath the storage room is a hallway with roughly hewn stone walls and earthen floor. The tunnel is completely dark. A trail of dried blood leads to a heavy wooden door that is unlocked. This area was created by the brigand group, the Harrowers.

Trapped Door. This unlocked door leads to the Brigand Hideout (**Area 11**). Upon opening the door, the character in front must make a DC 15 Dexterity saving throw, taking 14 (5d6) slashing damage on a failed save, or half as much on a successful one as five scything blades swing from the door frame. A successful DC 16 Investigation (Intelligence) check reveals that the door is trapped and requires a successful DC 18 Dexterity (Thieves' Tools) check to disarm. A failure activates the trap. Once the trap is activated, the spirits in the Brigand Hideout (**Area 11**) are alerted and attack the characters.

Skeletal Remains. Down the hallway lies the skeletal remains of one of the brigands. A successful DC 16 Wisdom (Medicine) check reveals that the creature died from deep slash marks still left on the bone. The skeleton is positioned in such a way as if it is reaching for the stone wall which marks the location of a **secret door**.

Secret Door. Characters that succeed at a DC 18 Intelligence (Investigation) check notice the outline of a secret door in the wall. Pressing a loose stone on the wall releases the door into the Brigand's Vault (**Area 12**). If the characters have not secured a deal with the Harrowers, the spirits attack.

11. BRIGAND HIDEOUT

Inside this room are old rotted cots. Dried blood stains the sheets and walls. The remains of a few skeletons are scattered about, some on beds, and others on the floor, as if they were all seeking shelter from some enemy.

CREATURE INFORMATION

Residing in this room are spirits of the Harrowers and their leader, a female half-orc **OSHAR HARROWAY** (use the statistics for **five specters** and **two wraiths**). If the spirits have not been alerted, they continue talking about their opinions of the characters that just arrived to Ryndyl's tower and all the magical items they plan to steal from the characters.

Goals & Objectives. The spirits wish to continue their thieving ways and intend to steal magical items from Ryndyl and the characters once they leave their items unattended. If confronted in a nonviolent manner, they will not immediately attack. In combat, the spirits will move through walls and ceilings between the hideout and vault to avoid attacks. During combat, if a character uses a spell of 4th level

or higher, the spirits have disadvantage on attacks for the next round as they fear magical retribution.

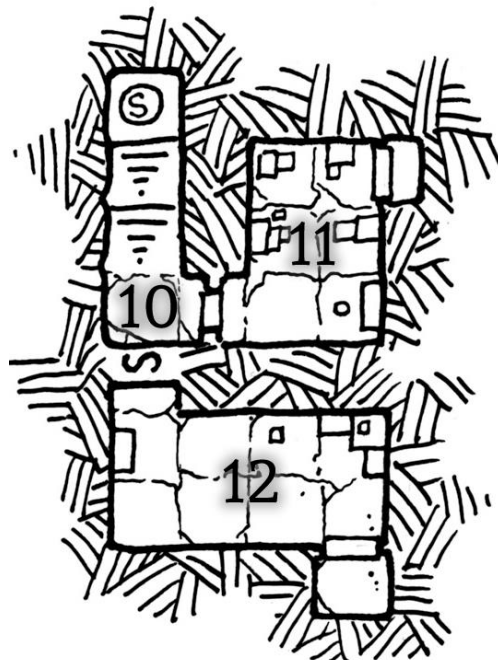
What Do They Know? If the characters do not attack, the spirits are willing to listen to the characters. Casting a spell of 4th level or higher grants an advantage to all Charisma ability checks as the Harrowers fear powerful magic users. As their leader, Oshar speaks for the group. She knows the following.

- She will not divulge the location of the vault that holds all their stolen items, but she offers to give the characters Ryndyl's brass brazier if the characters give her one permanent magic item. A successful DC 15 Charisma ability check will cause Oshar to lower her price to any item of at least 100 gold pieces in value.
- If asked to leave the watchtower, Oshar explains she and the other spirits cannot leave willingly as a "strong force" binds them to the area, preventing them from leaving the material plane and compelling them to constantly steal. She does not know where this force is coming from.

ADJUSTING THE ENCOUNTER

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

- **Very Weak:** Remove **two wraiths** and add **two specters**. All specters have 22 hit points.
- **Weak:** Replace **one wraith** with **one specter**.
- **Strong:** Replace **two specters** with **two wraiths**.
- **Very Strong:** Replace **five specters** with **four wraiths**.



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12. BRIGANDS' VAULT

This area is where the Harrowers keep their stolen goods and coin. Most of the items have rotted away with time, but a few items may still be of use.

Shrine to Garagos. In the back of this room, behind a wooden door, is a small stone shrine with a symbol featuring a counterclockwise circle of five arms clutching swords. A successful DC 16 Intelligence (Religion) check confirms this symbol to be that of Garagos, a dead god of war and plunder whom many brigands used to pay lip service. The violent deaths of the Harrowers imbued the shrine with an unholy power and keeps the spirits bound to the watchtower.

Touching the shrine, or attempting to destroy the shrine (AC 17, HP 50) activates a magical effect. All creatures within a 10-foot radius of the shrine must make a DC 16 Intelligence saving throw, or be subjected to the spell, *enemies abound*, as a sudden bloodlust surges through the character. Each time a creature is dealt damage within a 10-foot radius of the shrine, the shrine gains hit points equal to amount of damage dealt up to its hit point maximum.

If the shrine is destroyed, Oshar will thank the characters for releasing the Harrowers. In return, she offers to assist them in the protection of Ryndyl for the night. Throughout Episode 3, the spirits will alert the characters as to the location of each of the assassins within the tower as long as the assassins are not hidden.

TREASURE

After searching the room, the characters find Ryndyl's brass brazier, a silver locket bearing a small portrait of a young elf male and the inscription, "My Little Albatross," a magical longbow (see **Appendix 4**), and a quiver with 20 arrows.

PREPARATIONS FOR ATTACK

Once the characters return the brass brazier to Ryndyl, read the following:

Ryndyl takes the brazier and returns it to her study. She begins chanting the magic words to locate the Red Wizard. Flames erupt, and within them is an image of a gaunt withered grey-skinned human dressed in red robes, standing on a stone dais.

"Colleagues," the lich says in a wispy voice, gesturing to figures out of sight, "Tonight is a momentous night. It marks one of my greatest achievements." Ezoth then brings forth a scroll from his sleeve, "I have uncovered the location to the temple of the great devil Raxys! Let us go there tonight and summon the devil to our cause!" Applause erupts as the vision fades.

"I...I don't understand." Ryndyl says, "He's not one of the assassins? But he has to be...he must remember me..."

The mage immediately turns around and heads to her chambers, her voice shaken, "I think it's best if you all finish your preparations for tonight, I still have a few spells to prepare as well for... whoever is coming." The chamber doors slam shut.

Ryndyl has locked herself in her chambers and does not answer to any calls out to her. If pressed, she will be asked to be left alone.

Characters have one hour to prepare for the assassins before nightfall. A list of possible options is included as a player handout in **Appendix 4**. They may each do one of the following.

- **Take a Short Rest.** A character may take a short rest at this time, but cannot do any other actions.
- **Stand Watch.** A character may take watch, starting Episode 3 on the Tower Top Floor (**Area 9**). On a successful DC 16 Wisdom (Perception) check, the character spots the figures of the oncoming assassins entering the tower. All characters begin combat in Episode 3 without the surprised condition.
- **Cast Spells.** A character may cast as many spells as desired within the one-hour time frame in preparation for the assassins.
- **Secure Windows.** Securing the windows with boards and nails requires a DC 16 Strength (Carpenter's Tools) check. On a success, the windows will not open when the strong gust of wind arrives in Episode 3. Windows can still be broken open (AC 13, HP 3 normally, AC 15, HP 9 if boarded up).
- **Clean Up.** A character may spend the hour clearing floor space. The tower is no longer considered difficult terrain.
- **Fire Proof.** A character can coat themselves in the fire-proof liquid that resides in Ryndyl's study. A character who does so gains resistance to fire for the next Episode of the adventure.
- **Modify Summoning Circle.** The runes of the *magic circle* located in the Summoning Room (**Area 7**) can be modified in the reverse direction, or to affect one of the following types of creatures: celestials, fey, fiends, or undead. To do so requires a successful Intelligence (Arcana) check DC 18 and at least 100gp of holy water or powdered silver and iron, which is consumed. This process requires 1 hour of time.

After preparations are complete, proceed to **Episode 3: Let the Past Die** to continue the adventure.

EPISODE 3. LET THE PAST DIE

Estimated Duration: 1 hour

Having secured the tower, the characters must now defend Rymdyl from the unknown assassins.

STORY OBJECTIVE B

Protect Mage Rymdyl from the assassins and determine who is behind the assassination plot.

PLAYING THE PILLARS

Here are some suggestions for this episode:

Combat. The bulk of this episode is combating the assassins who seek to end Rymdyl's life. Refer to the tactics section for strategies to employ.

Exploration. The characters should be familiar with the tower now and can use aspects of the tower to their advantage. The assassins will not stand still, they will move throughout the tower in an effort to draw the characters away from Rymdyl.

Social. Rymdyl is trapped under a powerful enchantment, and she cannot be released on her own. Characters may attempt to bring her back from her mental prison by reminding her of the joys she has in this new life.

SHADES OF SORROW

Read the following as nightfall approaches:

The sun sets, casting the sky into darkness. The night has arrived, marking the anniversary of Rymdyl's first death, and if all goes well, certainly not her second.

A strong gust of wind buffets the tower. If the windows were not secure, then they are blown open and all open flames are extinguished. The characters roll initiative, and combat begins. If the characters who stood watch succeeded on their DC 16 Wisdom (Perception) checks, then the assassins begin combat at the base of the tower. If the characters failed, then each assassin starts combat near any window on any floor and characters are surprised.

Each assassin is accompanied by a sentient shadow that is a portion of their soul torn asunder and stitched together. As such, the shadow acts on the same initiative as the respective assassin and each shadow cannot move more than 40 feet away from their respective assassin.

AREA INFORMATION

The tower has the following new features once nightfall arrives.

Lighting. At the start of combat, if the windows were not secured, a gust of wind blow through the tower, extinguishing all light sources and casting the

tower in darkness. If the windows were secured, the area is cast in bright and dim light as appropriate.

Doors. Rymdyl has locked herself in her chambers with a key as she prepares for the oncoming attack. A successful DC 20 Dexterity (Thieves' Tools) check will open the door. The door can also be broken down (AC 15, HP 18).

CREATURE INFORMATION

The assassins consist of **two shadow dancers** and their leader **HELAYU SUNDERSHADE** (use the statistics for **gloom weaver**). Each assassin is accompanied by a **shadow** (for a total of three). The exiled shadar-kai make a living as hired assassins across the Border Kingdoms and have a reputation for carefully researching their targets' pasts to evoke emotions of regret and sorrow right before the killing blow.

Goals & Objectives. Their goal is to eliminate the Mage Rymdyl and anyone who stands in their way as quietly as possible. A sadist, Helayu is more than willing to prolong her victory if it means she can instill despair within her targets.

What Do They know? The assassins will attempt to run if they sense the fight turning, but if captured, they may be willing to give up some information in return for their lives. Refer to the section, "Interrogation" later in this episode for what information the assassins know.

TACTICS

The assassins climb the walls of the tower with ease (but still at half speed) and will enter through the second or third floor windows (determined randomly). If the windows are locked, then the shadow will slip through the gap and open the windows. If they are not engaged, then they will spread out in search of Rymdyl. The assassins will use hit-and-run tactics to keep the characters occupied while Helayu enters through the fourth floor into Rymdyl's chambers after three rounds.

ADJUSTING THE ENCOUNTER

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

- **Very Weak:** Replace **two shadow dancers** with **two drow** and replace **one gloom weaver** with **one shadow dancer**.
- **Weak:** Replace **two shadow dancers** with **two martial arts adepts**.
- **Strong:** Add **one shadow dancer** and **one shadow**.
- **Very Strong:** Replace **one gloom weaver** with **one soul monger**. Add **two shadow dancers** and **two shadows**.

A PRISON OF THE PAST

While in her chambers preparing her spells, Ryndyl opened the letter believed to be from her past love. Upon opening the letter, she fell under the magical enchantment left by the assassins and begins combat paralyzed, her mind sent to a mental prison that replays parts of her past.

While under the enchantment, Ryndyl remains paralyzed. Characters that succeed on a DC 14 Intelligence (Arcana) check can ascertain from the runes written on the letter the enchantment's effects. Destruction of the letter once the effects have activated will have no effect. Characters can attempt to break Ryndyl out of the curse by succeeding at three DC 18 Charisma (Persuasion) checks to convince her of the illusions and to let go of her preoccupation with the past. If successful, Ryndyl shakes out of the spell and summons a **fire elemental** to join the characters in battle.

On each failure, or if Ryndyl takes any damage, Ryndyl experiences fragments of her final duel against Ezoth, causing her to unleash a ring of fire in a 30-foot radius centered around her. All characters inside the area must make a Dexterity saving throw DC 16. On a failure, the character takes 27 (8d6) fire damage, or half as much damage on a successful save. After three failed saves, Ryndyl falls unconscious, but stable.

If characters have not discovered Ryndyl after the first three rounds, they will hear the disembodied voice of Helayu throughout the tower singing, *"In her room sits a lone lonely girl looking out the window to find / That the world has changed a bit since she left and now she's caught in a bind."*

TREASURE

Helayu possesses Guthryn's actual gift, a letter written by Ryndyl's past love, and will flaunt the letter as she recounts how easy it was to trick Guthryn into believing he escaped and Ryndyl into falling for the trap. Reading the letter aloud will give Ryndyl the resolve to shake herself out of her immobilized state and requires 1 minute to read. The letter is included as a player handout in **Appendix 4**.

PURPOSE RENEWED

Combat ends when the characters either capture or kill all remaining assassins. Once Ryndyl is released from the enchantment, refer to one of the following scenes below.

INTERROGATION

If the characters have chosen to keep at least one assassin alive, they may attempt to interrogate the assassin.

With a successful Charisma (Intimidation) check DC 15, the assassin reveals that their employer wanted Ryndyl dead because "The mage seeks to change the very nature of the Border Kingdoms, she seeks peace. The Border Kingdoms, and our employer, will never accept it. The Border Kingdoms is built on conflict, and its people know that this is the way."

The assassin will ignore any further questions and goad Ryndyl, bragging about how easy it was for to fool Ryndyl and prey upon her preoccupation with her past and her certainty that Ezoth would return. Characters can easily see the fire of anger burning in Ryndyl's eyes. A character must make a DC 18 Charisma (Persuasion) check to calm Ryndyl down from doing anything foolish. On a success, Ryndyl will relent, and the assassin to reveal that they were hired by an old human woman with silver hair highlighted in white and gold. She did not give her name. If awake, Guthryn will convey that this matches the description of **QUINT DEGALLARD**, a famous traveling bard in the Border Kingdoms. If a character is a native of the Border Kingdoms or succeeds on a DC 13 Intelligence (History) check, they will also know of Quint.

On a failure, Ryndyl snaps her fingers and casts *immolation* on the assassin, burning the assassin to ash. As she does so, read the following:

"The Border Kingdoms is under my protection." Ryndyl states, "No more innocent blood will be spilt, I will bring about peace to these lands. The Border Kingdoms shall be united." She then takes her eyes away from the fire and looks to all of you.
"Will you help me?"

A NEW THREAT

If the characters have killed all the assassins or the assassins have all escaped, then Ryndyl will thank the characters for their service. Read the following:

"It appears my visions are warning us of a new threat. It is the of the utmost importance that we protect the Border Kingdoms, from itself if we must. We must keep the peace and unify the Border Kingdoms under a common alliance. Will you help me?"

ADVENTURE REWARDS

Upon completing the adventure, the characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; declining advancement means that they may reach a point where they earn no gold.

GOLD

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

MAGIC ITEMS

If found during the adventure, the characters can keep the following magic items (described in **Appendix 4**):

- *Weapon of warning (Longbow)*
- *Enduring spellbook*

CONSUMABLES

During this adventure, the characters may find the following consumable items (described in **Appendix 4**):

- *Spell scroll of wall of fire*

DUNGEON MASTER REWARDS

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the Adventurers League Dungeon Master's Guide for more information.

DRAMATIS PERSONAE AND LOCALES

The following NPCs and locations feature prominently in this adventure.

NPCs

- **Elaztara Rymdyl.** Returned to life by adventurers, Rymdyl played a part in the plan to save the Border Kingdoms from the Death Knight Avallar. Though she took an active part in the plans at the Battle of Blackbarn, she is hesitant to travel much outside her reconstituted mage tower. She feels placed out of time and is concerned about her rival wizard that brought about her demise nearly two centuries earlier.

Personality: I pull my lessons for the present from times long past. For me, the answer always lies in knowledge, study, and magic.

Ideal: I believe those with power are meant to protect those with none.

Bond: I would do anything to protect the people of the Border Kingdoms.

Flaw: I feel alien to current times, so avoid leaving the protection of my tower unless there is no other choice.

- **Ezoth Anket.** A Red Wizard of Thay that turned to lichdom a hundred or so years ago. Ezoth spent a few years in the Border Kingdom in an attempt to capture civilians to fuel his necromantic experiments and defeated the Mage Rymdyl in a duel two hundred years ago. He now spends his time researching his passion projects. He is garbed in red robes, tattooed, greyed skin and gaunt features.

Personality: I've earned this undead life, and I deserve to enjoy it.

Ideal: A life is worth only as much as its usefulness to my research.

Bond: I spend all my time researching to further my reputation and give little thought to anything else.

Flaw: I do not care for anything other than my necromantic research.

- **Guthryn B. Law.** Originally, he came to the Border Kingdoms to investigate a rise in dark power that proved to be the Death Knight Avallar. Since the fall of the undead knight, he has chosen to remain behind to direct the efforts of Those Who Harp - and to keep an eye on the Mage Rymdyl. He not only feels for her distress at being removed from time but has also become a little enamored with her.

Personality: I am open and outgoing, why have enemies when you can have friends? Never tell me the odds, they mean nothing to me.

Ideal: I will always stand between the innocent and those that attempt to place them in chains.

Bond: I remain in the southern Border Kingdoms to serve and protect Rymdyl—and will do so at all costs

Flaw: I would give up nearly anything to protect Mage Rymdyl

- **Oshar Harroway.** The leader of the brigand group, the Harrowers, Oshar commands respect among her group, and is always looking to prove herself as a strong leader. She sees thievery as a noble pursuit, and her years as a bound ghost have made her restless.

Personality: I am plain-spoken and pragmatic and assert my dominance through skill and humor.

Ideal: I know how the world works. I'm not rich, but there are those that are. And I can take it from them.

Bond: My brigand group is my family; we watch each other's backs.

Flaw: The vault of treasures must be protected; it is the last remaining legacy of my prowess.

- **Helayu Sundersshade.** An exiled shadar-kai that derives pleasure from instilling regret and sorrow, Helayu has made a name for herself among the Border Kingdoms as an expert assassin. During her exile, a portion of her essence was ripped from her soul and stitched back together, resulting in her shadow becoming its own autonomous entity.

Personality: I always smile at socially inappropriate times. I derive pleasure from others' sorrow.

Ideal: Your past casts a long shadow. I am that shadow.

Bond: I live for the opportunity to kill interesting targets. The payment is a secondary benefit.

Flaw: I love flaunting my superiority to others.

- **Quint Degallard (KWINT) female, human (bard).** Sharp-witted, with a quick tongue and a big heart, Quint is an unexpected delight. Her eyes twinkle with a mischievous smile that seems to warn that she knows much more than she lets on. If it weren't for her spirited quips and boundless energy, she might be dismissed as someone's great aunt or grandmother. She dresses in fine, comfortable clothing. Her long silver hair is often braided beneath a wide floppy hat.

Personality: A bit boisterous and outspoken, I don't mind drawing attention to myself – especially if it draws attention away from others.

Ideal: Life is a joy that should be enjoyed.

Bond: Music is my passion.

Flaw: I think I can talk my way out of any dangerous situation. It doesn't help that I'm usually successful.

LOCATIONS

- **Rymdyl's Tower.** Once a Watchtower constructed by the Warlord of Rymdyl to protect the village below, this tower later served as a hideout for the Brigand group known as the Harrowers. After years of ruin, the tower was reconstituted through a magical ritual by adventurers when the Black Wyvern attempted to take it over and gain control of the undead that resided there during the adventure, *CCC-GHC-BK01-04 I am the Fire*. Rymdyl now resides in the tower.

APPENDIX 2: CREATURE STATISTICS

BARD

Medium humanoid (any race), any alignment

Armor Class 15 (Chain Shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws DEX +4, WIS +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses Passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*

1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*

2nd level (3 slots): *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

DROW

Medium humanoid (elf), neutral evil

Armor Class 15 (Chain Shirt)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

Senses Darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire*

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

ACTIONS

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

Hand Crowssbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the throw fails by 5 or more, the target is also unconscious while poisoned this way. The target wakes up if takes damage or if another creature takes an action to shake it awake.

FIRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

GLOOM WEAVER

Medium humanoid (elf), neutral

Armor Class 14 (17 with Mage Armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

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

Saving Throws Dex +8, Con +6

Damage Immunities Necrotic

Condition Immunities Charmed, Exhaustion

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Challenge 9 (5,000 XP)

Burden of Time. Beasts and humanoids, other than shadar-kai, have disadvantage on saving throws while within 10 feet of the gloom weaver.

Fey Ancestry. The gloom weaver has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The gloom weaver's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *arcane eye*, *mage armor*, *speak with dead*
1/day each: *arcane gate*, *bane*, *compulsion*, *confusion*, *true seeing*

Spellcasting. The gloom weaver is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

At will: *chill touch* (3d8 damage), *eldritch blast* (3 beams, +4 bonus to each damage roll), *minor illusion*, *prestidigitation*

1st-5th level (3 5th-level slots): *armor of Agathys*, *blight*, *darkness*, *dream*, *invisibility*, *fear*, *hypnotic pattern*, *major image*, *contact other plane*, *vampiric touch*, *witch bolt*.

ACTIONS

Multiattack. The gloom weaver makes two spear attacks and casts one spell that takes 1 action to cast.

Shadow Spear. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands, plus 26 (4d12) necrotic damage.

REACTIONS

Misty Escape (Recharges after a Short or Long Rest).

When the gloom weaver takes damage, it turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks or casts a spell.

MARTIAL ARTS ADEPT

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 3 (700 XP)

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

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

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

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

Skills Stealth +4

Damage Vulnerabilities Radiant

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., passive Perception 10

Languages --

Challenge 1/2 (100 XP)

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

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

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

ACTIONS

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

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

SHADOW DANCER

Medium humanoid (elf), neutral

Armor Class 15 (Studded Leather)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

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

Saving Throws Dex +6, Cha +4

Skills Stealth +6

Damage Resistances Necrotic

Condition Immunities Charmed, Exhaustion

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Challenge 7 (2,900 XP)

Fey Ancestry. The shadow dancer has advantage on saving throws against being charmed, and magic can't put it to sleep.

Shadow Jump. As a bonus action, the shadow dancer can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The shadow dancer can use this ability between the weapon attacks of another action it takes.

ACTIONS

Multiattack. The shadow dancer makes three spike chain attacks.

Spike Chain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must succeed on a DC 14 Dexterity saving throw or suffer one additional effect of the shadow dancer's choice:

- The target is grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the target is restrained, and the shadow dancer can't grapple another target.
- The target is knocked prone.
- The target takes 22 (4d10) necrotic damage.

SOUL MONGER

Medium humanoid (elf), neutral

Armor Class 15

Hit Points 123 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	19 (+4)	15 (+2)	13 (+1)

Saving Throws Dex +7, Wis +6, Cha +5

Skills Perception +7

Damage Immunities Necrotic, Psychic

Condition Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 60 ft., passive Perception 17

Languages Common, Elvish

Challenge 11 (7,200 XP)

Fey Ancestry. The shadow dancer has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The soul monger's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch* (3d8 damage), *poison spray* 3d12 damage)

1/day each: *bestow curse*, *chain lighting*, *finger of death*, *gaseous form*, *phantasmal killer*, *seeming*

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

Soul Thirst. When the soul monger reduces a creature to 0 hit points, the soul monger can gain temporary hit points equal to half the creature's hit point maximum. While the soul monger has temporary hit points from this ability, it has advantage on attack rolls.

Weight of Ages. Any beast or humanoid, other than shadar-kai, that starts its turn within 5 feet of the soul monger has its speed reduced by 20 feet until the start of that creature's next turn.

ACTIONS

Multiattack. The soul monger makes two phantasmal dagger attacks.

Phantasmal Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (4d4 + 3) piercing damage plus 19 (3d12) necrotic damage, and the target has disadvantage on saving throws until the start of the soul monger's next turn.

Waves of Weariness (Recharge 4-6). The soul monger emits weariness in a 60-foot cube. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 45 (10d8) psychic damage and suffers 1 level of exhaustion. On a successful save, it takes 22 (5d8) psychic damage.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

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

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

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., passive Perception 10

Languages Understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

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

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

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

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

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

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., passive Perception 12

Languages The languages it knew in life

Challenge 5 (1,800 XP)

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

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

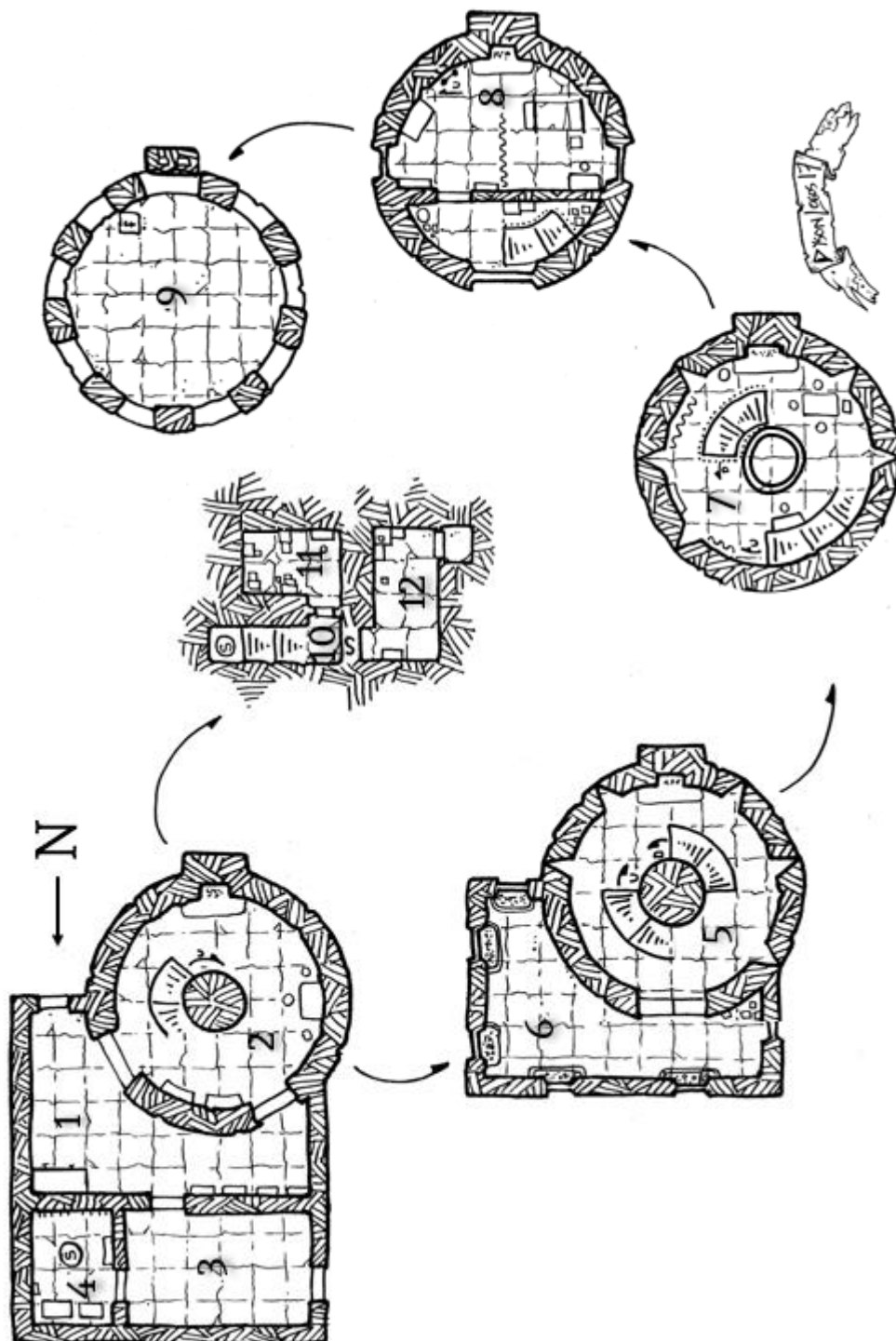
ACTIONS

Life Drain. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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

APPENDIX 3: MAPS

RYMDYL'S TOWER



APPENDIX 4: PLAYER HANDOUTS

PREPARATIONS FOR ATTACK

Characters have one hour to prepare for the assassins before nightfall. You each may do one of the following (multiple characters can choose the same action).

Action	Description	Ability Check/Requirements
Take a Short Rest	Take a short rest.	
Stand Watch	Watch for the assassins on the Tower Top Floor.	Wisdom (Perception)
Cast Spells	Cast as many spells as desired within the one-hour time frame.	
Secure Windows	Board up the windows to prevent any intruders from using them for entry.	Strength (Carpenter's Tools)
Clean Up	Clear up the tower for ease of movement.	
Fire Proof	Coat yourself in the fire-retardant liquid. You never know what may happen.	
Modify Summoning Circle	Modify the summoning circle in the Summoning Room to protect or contain celestials, fey, fiends, or undead.	Intelligence (Arcana) and 100 gp
Other	Work with your DM to come up with possible other options, be creative!	Ask the DM.

My Flame,

Please forgive me for not seeing you in person. When I had heard of your resurrection, I debated night and day as to whether I should see you. My decision, despite the pain it brought me, appears to have been the wise one, as I would have only served as an unhelpful distraction during your efforts to rid the Kingdoms of the Death Knight. I am proud of you. You truly are a great mage.

Yet still, if I am to understand your friend who requested my presence, my mere existence, or rather, my mere memory, has become a distraction as of late. Your heart was always a strong one, and though the years may have decomposed the wood on which you fed, I have confidence you will find a new one. Your work is not yet done.

It has been many years, and while I still hold you in my heart, and you no doubt hold me in yours, I must trust my skills in decision-making once more, and refrain from seeing you. It is not my presence which you long for, Rymdyl, it is purpose you long for- to protect what you once, and still, love. I know you feel it as much as I do, the Border Kingdoms are in turmoil, not overtly, but subtly, and it cries out for a protector. I will only hold you back from what you must accomplish.

The life you once knew may be gone, but the life you lead is now, and I know you will make great use of it, for yourself, for me, for all of us.

*Burn bright, and keep us all warm,
Your Albatross*

APPENDIX 5: CHARACTER REWARDS

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing off rewards they didn't receive during the session):

MAGIC ITEMS

WEAPON OF WARNING (LONGBOW)

Weapon (longbow), uncommon (requires attunement), table F

This magic weapon warns you of danger. While the weapon is on your person, you have advantage on initiative rolls. In addition, you and your companions within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The weapon magically awakens you and your companions within range if any of you are sleeping naturally when combat begins.

This item can be found in the *Dungeon Master's Guide*.

CONSUMABLES

SPELL SCROLL OF WALL OF FIRE

Scroll, rare

This scroll contains a single *wall of fire* spell.

A description of spell scrolls can be found in the *Dungeon Master's Guide*.

COMMON MAGIC ITEM

ENDURING SPELLBOOK

Wondrous item, common

This spellbook, along with anything written on its pages, can't be damaged by fire or immersion in water. In addition, the spellbook doesn't deteriorate with age.

This item can be found in *Xanathar's Guide to Everything*.

Special. The *enduring spellbook* is a common magic item. It is treated like a potion or scroll and can only be claimed by one character in the party.

APPENDIX 6: DUNGEON MASTER TIPS

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO THE BORDER KINGDOMS STORYLINE?

Gamehole Con has been granted the ability to develop CCC (Convention Created Content) adventures for the Border Kingdoms. No other convention or organization outside of Wizards of the Coast has been granted this ability. Their region guide was written by Ed Greenwood and [you can get your copy on dmmsguild.com](#). Border Kingdoms adventures can be run just the same as any other Adventurers League-approved content.

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure

that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

ADJUSTING THIS ADVENTURE

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

Determining Party Strength

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



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