



Blood of the Covenant



Deaths of non-humans in the City of Hillsfar has taken attention of the Red Plumes away from several attacks by werewolves in the docks. Kriv sent out a request for adventurers to assist on this matter.

Optimized for APL 13.

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Adventure Primer

It is not who I am underneath, but what I do that defines me.

—Batman

Background

Murders of non-human in Hillsfar has taken the attention of the Red Plumes away from a smaller attack happening in the docks. Werewolves have been spotted attacking warehouses belonging to Sir Omar Rakesh. Kriv, bodyguard and close friend of Sir Rakesh decides to request for an adventuring party to investigate these happenings. Kriv is also concern with Sir Rakesh's daughter. She has been missing for a few days and Kriv believes she may have left on her own to hunt down the werewolves.

Every year during Extra Life Fresno, author use CCCs to tell the unique story of our NPCs in Hillsfar. While ELF-03 focuses on developing and the growth of Sir Ardem Rohan, this module focuses on the developing the story of Sir Omar Rakesh and his daughter Elama.

Details about the NPCs can be found in the NPCs of Hillsfar document available for free (*Pay what you want*) on the DM's Guild. You can obtain the document at this link and add extra interaction to your game as required.

<https://www.dmsguild.com/product/253214/NPCs-of-Hillsfar-Fresno-CCC>

Episode

This adventure has a total of two objectives, each taking approximately **two hours** to play. The adventure begins with the *Introduction* scene.

Episode 1: Introduction. Characters meet with the gold dragonborn Kriv and he briefs you about the situation.

Episode 2: Find the Red Hood. Characters investigate and find clues about Elama's whereabouts and are attacked by werewolves. Then the party identifies the location of the werewolf camp.

Episode 3: Saving Grandma! Characters learn the truth behind the attacks and what is happening. As a frontal assault was impossible, the character have to please an archdruid to gain access to the cave system. The character must face off with the final boss!

Bonus Objective A: For the Bees!. The character receive a call for help with trouble close to the

Cormanthor Forest requiring their attention. Assisting the beekeeper is Bonus Objective A.

Bonus Objective B: Curing Garaf. The characters travel back to Hillsfar to meet some mysterious mindflayer to help with securing a cure for the mutation.

Episode Sequence

Depending on your time constraints, play style and environment, this adventure will take approximately two to four hours to play.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Main Objective Only. To complete the adventure's main objective, the characters participate in Episodes 1 through 3 in order, however, you may include the opportunity to pursue bonus objectives.

Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives.

These can occur between any of the episodes but fit most naturally between the Secondary Objective and the Main Objective. They are most naturally added when the characters are moving between locations.

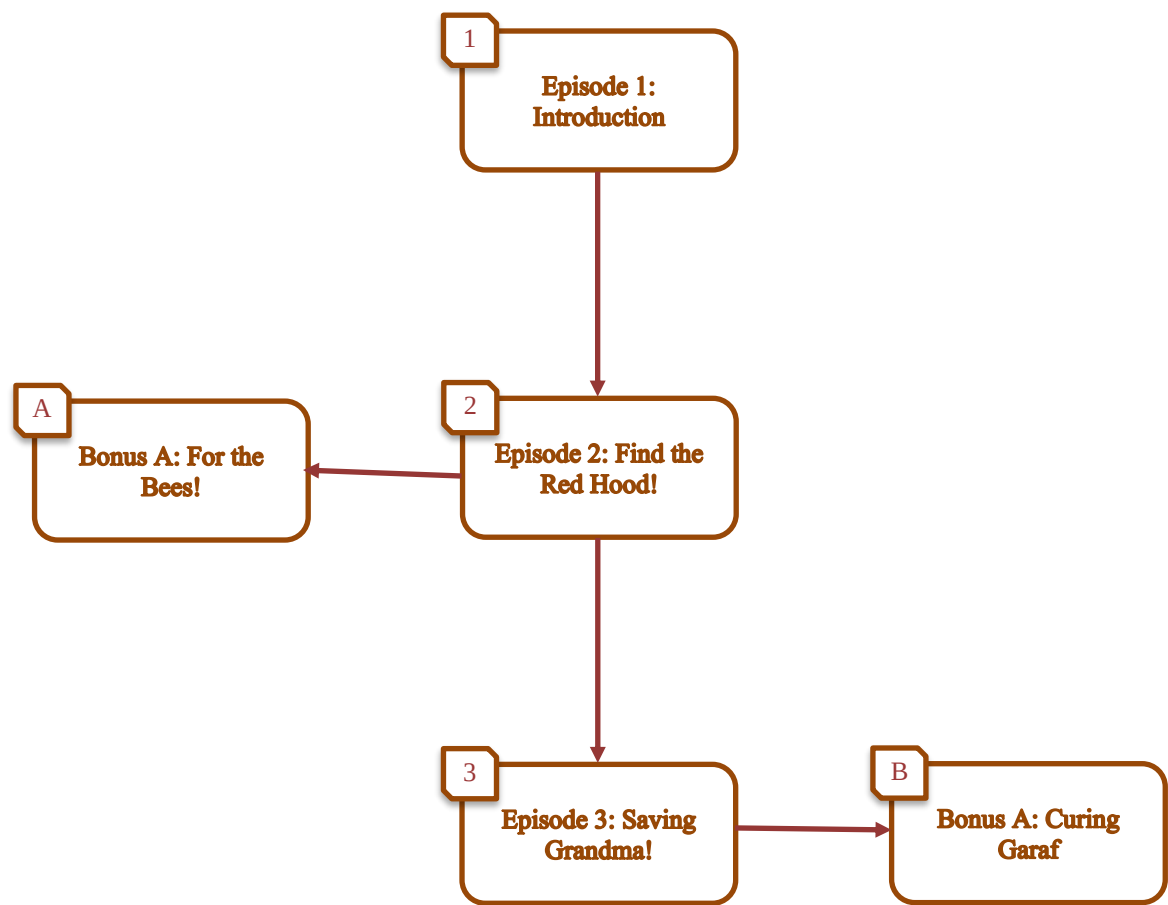
Adventure Hook

Recommendation. Some adventurers have either worked with Bert, Lux, Karl Davion, or Captain Tanheel from previous adventures and were recommended to Sir Rakesh for the job.

Senate recommendation. Other adventurers who are less inclined to work with faction members may have assisted Senate members who were recommended to Sir Rakesh.

Riches of Hillsfar. While many cities around Hillsfar has been burnt to the ground, the City of Hillsfar still stand tall. This attracts adventurers as there are more valuable jobs offered here. An opportunity to work with influential individual can be hard to turn down.

Episode Flowchart



Episode 1: Introduction (Call to Action)

Meeting Kriv

This chapter acts as the Call to Action and a simple introduction for the characters.

This Episode should take no more than 15 minutes.

Before the adventure begins, the characters have a dream of a lady glowing in faint moonlight teaching some children. She explains that those who do good will be blessed and evildoers who dare ask for her blessings will receive bane instead.

Area Information: Docks

The area has the following features:

Dimension & Terrain. The Hillsfar docks is a large, well equipped dock and processes many trading ships that travel around the Moonsea and beyond. Thanks to Red Wizards donation and factions' investment, the docks have been renovated to be on par with wealthier trading docks like those in Waterdeep.

Lighting & Weather. The area is well lit by sunlight and the weather is calm but windy. In a distance, characters can see looming rain clouds approaching. The weather is cold though not freezing around 60 °F (or about 16 °C).

Rumor and Scene. There are some noticeable events as the adventurers travel through to docks to locate Kriv's office.

- There is a large number of soldiers gathering around the docks saying goodbye to their family and boarding large warships with the crest of House Davion on them. *A DC15 Intelligent (History) check helps characters remember Karl Davion is a Righteous Hand of the Order of Gauntlet and the local leader of the faction.* Husbands and wives embrace each other, maybe one last time. Crying children have to be separated from departing parents. The price of war often not seen or neglected by those less involved. The Red War continues. Hillsfar's neutral stands can only keep the Thayans at bay for so long.
- Rumors about a dwarven ruins recently discovered has attracted the Thayans and the Elemental Cults. What might be in this ancient ruin hold that would interest these evil powers?
- There has been multiple murders of non-human within the city walls. Captain Scott has been busy

investigating and the Red Plume guards has been doubled, causing citizens outside to walls to be left to fend for themselves.

Area Information: Dock Office

The area has the following features:

Dimension & Terrain. The office is currently cleared of others except for a gold dragonborn and a dark-skinned human. Both are well-dressed and in armor.

The office is a 20'x20' room fitted with just enough furniture. An office desk with one chair and a shelf holding trade documents and logs.

Lighting & Weather. The room is lit by daylight coming through the windows and candles burning on the desk. The weather is cold though not freezing around 60 °F (or about 16 °C).

Creatures/NPCs

Senator Rakesh (Sir Omar Rakesh). Sir Omar Rakesh is a Mulhorandi human male. He is an elected member of the Senate. Unlike many of the other Senate members, Sir Omar Rakesh does not have a major presence in Hillsfar. He was a young noble who went to college to become a bard and adventured most of his life. When his father passed away, he inherited a large sum of gold. That was when he met Captain Tanheel. Sir Rakesh moved to Hillsfar, purchased multiple ships and has since taken control of importing and exporting goods in Hillsfar. Sir Omar Rakesh is in his late forties.

In the past, Omar was an adventurer. He and his party hunted werewolves. It was during one such adventure that he stumbled upon his adopted daughter Elama. They were resting in the Border Forest when they were alerted by noise of a ritual during the night. His party found a group of werewolves performing a sacrificial ritual preparing to sacrifice a drow baby. His party attacked the werewolves and saved the child.

Currently, Omar is trying to figure out the reason behind the attacks on his warehouse which started about three tendays ago. He left his adventuring days for decades now. Could it be the werewolves are still out for revenge? Based on his investigation, it seemed like the werewolves are searching for something. Omar is annoyed his daughter has ran off to do her own thing during this time but he is not worried about her safety. If asked, Omar states his daughter is a capable woman and doesn't needed to be babied.

When speaking with the characters, Omar avoids eye contact, stutters occasionally, and fidgets with a metal ball he holds in his hand.



Objectives/Goals. Omar is here conducting his business. He leaves the discussion about the mission to Kriv and avoids communicating with the characters.

What do They Know? Omar knows the Red Plumes are preoccupied with the murders happening around Hillsfar. Several non-humans has been attacked and killed. People are blaming Sir Ardem Rohan but Omar doubts Ardem is stupid enough to commit such crimes.

He was done some investigation himself and determined the attackers on his warehouses were looking for something in his warehouse.

He understands the characters would like compensation and assures them they will be properly compensated. Omar explains he has made arrangements with Bert to deliver a reward to them but fails to mention what is the reward. If asked, he adds the reward is two *Potion of Superior Healing* and a *Potion of Heroism*. He wants the characters to find out what the werewolves are searching for and eliminate the threat of future attacks.

Kriv. Kriv is a gold dragonborn, an old adventuring buddy of Omar's, and his bodyguard. Kriv works closely with Elama to run Omar's business after Omar was elected to be a Senate.

Objectives/Goals. Kriv knows all the information Senator Rakesh does. He acts as the main point of contact.

On top of the attacks on the warehouse, he is also concern for Elama's safety. He is aware Sir Rakesh is

limited when it comes to his expression of emotion. Thus, he takes it upon himself to be the nurturing father to Elama. Kriv will ask the characters to look out for Elama and make sure she is safe.

What do They Know? Elama began behaving strangely about a tendays ago. She seemed distracted. She even neglected some of her duties which was not typical of the lady. Kriv spoke to her about her change in behavior but Elama was guarded and was unwillingly to share.

Kriv knows Elama loves Sir Rakesh dearly. He wonders whether Elama discovered a threat to Sir Rakesh and has decided to deal with it herself. Some of the workers stated they have spotted her riding into the forest late at night. Not many people wear a bright red hood, so it is hard to mistaken her for someone else. Kriv recommend investigating the warehouse to find some clues before moving on.

Story Objective A. Investigate the warehouse and identify potential culprits. Find and make sure Elama is safe.

Episode 2: Find the Red Hood

There are a total of three *scenes* in this episode. Here is a summary of each scene and its sequence.

Scene A. Characters investigated the warehouse and discovers a hidden basement but must convince Elama's workers to let them in.

Scene B. Characters explore the hidden basement and discover some drow children. They can provide some information to the characters but are attacked.

Scene C. The character leave the basement only to encounter some strangely mutated werewolves who attack the characters. The characters find information about the werewolf camp and that Elama has been captured.

Prerequisites

Characters must complete *Chapter 1* before pursuing this Episode.

Main Objective A

Investigate the warehouse and identify potential culprits. Find and make sure Elama is safe.

Scene A: Warehouse

Characters arrives at one of Omar's warehouse where all the attacks have happened. There are a hand full of workers tending to broken furniture, cleaning bloodstains, and repairing damage infrastructures.

This Scene should take no more than 15 minutes.

Area Information

The area has the following features:

The warehouse. The warehouse is a large storage area (100'x60'). There are boxes of dry food wrapped up and sealed. Some of the boxes are broken open but most of them are untouched.

A *DC15 Wisdom (Survival) check* reveals multiple different sized lycanthropes were in the building. Some of the prints look a little oddly shape while others seem heavier than usual.

A *DC18 Wisdom (Survival) check* reveals that the broken boxes are due to fighting. It would appear none of the boxes were broken open when the intruders were searching for whatever they were looking for.

A *DC15 Intelligence (Investigation)* discovers that the boxes have been moved around more recently.

A *DC18 Intelligence (Investigation)* identify that the boxes were moved by the workers strategically to a specific location in the warehouse.

Creatures/NPCs

Characters have the opportunity to interact with the following NPCs:

Elama's workers (No specific name, use whatever you prefer for race or gender; i.e., Hafnir, Adnorin, Sylra). Elama's workers consist of humanoids from different races. Omar has requested some of the workers restore the warehouse to its previous condition. This involves cleaning up damaged furniture and bloodstain from the fight before. The workers are more loyal to Elama than Omar though, because she is more involved at this level of the operation. They are helping Elama hide her secret basement where she keeps the drow refugees. If questioned about moving the boxes to a specific location, they will simply say it's part of the cleaning process. A *DC17 Wisdom (Insight)* check will allow a character to detect deception.

The workers also have fresh wounds from the night before. A *DC17 Wisdom (Insight)* or *Fighter – Battlemasters* identify the workers are tough fighters and arcane users likely able to take on the party. A *DC21 Wisdom (Perception)* noticed the workers have silver made weapons and ammunitions not simply weapon coated with molten silver. Any character proficient with *Smith's Tools*, a Dwarf, or those who succeed on a *DC17 Intelligence (History)* check knows these weapons are expensive and take two to three months to order and make.

Objectives/Goals. The workers aim to distract the characters and send them the wrong way in their investigation. The workers are trying to cover up for Elama. While they are not entirely sure what type of trouble Elama has gotten herself into, they are confident she is doing good and will risk their life defending her. Unlike other dock workers, Elama only hires people capable to fending off pirates and bandits. If characters decide to pick a fight with the workers, use four *Champion* or two *Archmage* statblock to represent the workers.

What do They Know? The workers know Elama has been keeping some drow children refugee in the basement. She has also imprisoned a drow werewolf in the basement. They are not sure where the

children came from or why Elama is keeping them here. They are unaware why the werewolves are looking for the children but Elama warned them about the attack so they were quite ready for the werewolves. The workers also know the werewolves have strange abilities when compared to normal werewolves.

Playing the Pillars

COMBAT

Direct combat should not be an option here. Characters are expected to talk their way through and convince the workers they are here to help Elama instead of harm her. If the characters attack, they fight four **Champions** and two **Archmages**. Red Plume guards arrive at the end of every even-numbered round, consisting of two **Champions** and one **archer**.

EXPLORATION

Investigating the area allows the character to identify the boxes are strategically placed in the area likely to hide something. Once the boxes are removed the characters find a trap door going down.

SOCIAL

Characters must reason with the workers that they are here to help Elama. Unfortunately, the character do not know much about the drow. They will have to rely on convincing speeches and past good deeds to sway the workers. Kind deeds to non-humans are especially effective at swaying the workers to help the characters. There is no roll here; characters must provide a decent argument to convince the workers.

If the character intimidate the workers, they are unaffected and all future Charisma rolls are made with disadvantage.

If the characters fail to roleplay this scene, move to **Scene C** and have Huine break out from the basement and attack the characters as well. If this happens, the map in **Room B** is destroyed.

Scene B: The Prisoner

The characters are shown the trapdoor built into the walls of the warehouse. The trapdoor opens to a narrow set of stairs leading down before opening up into a larger pathway.

This Scene should take no more than 30 minutes.

Prerequisites

Convinced Elama's workers to show the characters the location to the hidden basement.

Area Information

The area has the following features:

The pathway. The pathway is 5 ft. wide and has three doors. The door to the left is a wooden door (**Room A**), the door straight forward is a metal reinforced wooden door (**Room B**), and the door to the right is a metal cell door (**Room C**).

A **DC17 Wisdom (Perception) check** reveals deep scratch marks on the reinforced wooden door.

A **DC21 Wisdom (Perception) check** reveals the metal cell door has been forced open from the inside.

A **DC15 Wisdom (Survival)** identifies large canine foot prints moving from the cell room to the room with the reinforced wooden door and back.

Room A. This room is 15 ft. by 15 ft. The room has four small beds for children. A table with four smaller chairs and one adult sized chair to the side. There are plates, cups, and an empty water jug on the table. Nothing else can be spotted in this room.

A **DC16 Wisdom (Perception) check** identifies four drow children hiding under each beds.

A **DC13 Wisdom (Insight) check** helps the character recognized the children are fearful of them, but also hungry and thirsty. The children have not been fed since lunch yesterday because the workers had to fight the werewolves at night and forgot to feed the children.

Room B. This room is 15 ft. by 15 ft. The door is locked and trap is set for if the door was broken down or lockpicked. In the room, characters find a desk with letters taunting Elama. The letters talk about magical rituals, "You can't stop us!", "you were too weak!", "you can't even protect the ones you love." On the wall, a large map of the Cormanthor Forest is pinned on it. Multiple caves are marked

and crossed out, except for one which has a dagger plunged into it.

On the map, characters also find a note from *Lady Lux Feraelness* requesting Elama to meet with her at her house. The note simply states Lady Lux has a job for Elama. This is **Bonus Objective A**.

A **DC17 Dexterity (Thieves' Tool) check** is needed to unlock the door. A **DC22 Intelligent (Arcana)** to disarm the magical trap. Alternatively a **DC30 Strength (Athletics) check** can break the door but immediately triggers the trap.

The trap is a psionic trap. When the door is picked or broken and wave of psionic energy is released, targeting every creature in the pathway. Each creature must make a **DC18 Intelligent saving throw** or take 35 (10d6) psychic damage and be stunned for 1 minute, half as much on a success.

Room C. This room is 15 ft. by 15 ft. It has three sets of broken manacles in the room.

A **DC13 Wisdom (Perception) check** identifies the manacles are for the hands, the leg, and a muzzle for the dog.

A **DC15 Intelligent (Investigation) check** identifies the manacles were broken by the creature it was on.

A **DC20 Wisdom (Perception) check** locates an invisible werewolf, twice the size of a normal werewolf stay still in the corner, waiting to ambush the characters. If the characters show any sign that they have noticed the werewolf, she attacks, surprising anyone who failed the check. You can have the character who spot the wolf make a **DC 15 Wisdom saving throw** to keep a poker face if the players are not roleplaying well.

Creatures/NPCs

Characters have the opportunity to interact with the following NPCs:

Drow children (No specific name as well; but you can use the following Solaonar, Alton, Felyndira). The children are hiding in the room with the wooden door. There's four drow children here between the ages of eight to fifteen. The drow children hides under their bed has they had heard the werewolf breaking out of her cage.

Objectives/Goals. The children just want to stay alive. They are afraid and had limited exposure to adventures, thus perceive the adventurers are hostile. The only time they had ran into adventurers are when adventurers attack the werewolf camps. They will hide, scream, and cry when cornered. The

older drows may even turn into wolves and bark at the characters fearfully. They are frightened and unaware of what is happening. When stressed out, they only speak *Undercommon*, however, once the characters are able to calm them down, the older children speaks *Common*.

Characters must show their intention is peaceful, like providing them with water and food. Not attacking them when the children lash out in fear.

What do They Know? The children know Elama is friendly and a nice person. They call her “aunty” and identify her as a protector. Elama left them in the care of her workers about three days ago. The workers would come visit them, feed them and play with them but never let them leave the room. The lady in the cage is a “bad puppers.” She isn’t friendly and nice like Elama. The children do not know why the werewolves are looking for them.

This reason no one seems to know why the werewolves want the children is because the werewolves don’t want the children. They are trying to retrieve Elama’s map. The map is the only way anyone else can disrupt their plans. The moment they found out Elama knows their location, they have been trying to get into Elama’s office to destroy whatever information they can to keep their base hidden.

Huine, the Gloom Stalker. Huine (use the **Drow Shadowblade** statblock) is one of many mutated werewolves of the Garaf drow family. When she turns into a werewolf, she uses her *Invisibility* feature. She is trying to break down the reinforced door as it was more likely it was Elama’s office. After hearing the trapdoor open, Huine hid in the corner of her cell, hoping to avoid the adventurers but she would not hesitate to kill them if necessary.

Huine is, however, a neutral good drow. She is currently under the control of the leader of the family and acts aggressively and violently to complete her orders. If she is knocked out or the charm dispelled, she acts as a valuable ally providing information otherwise unavailable to the characters. Huine is considered to be under the effect of a *Dominate Monster* spell (Level 8).

Objectives/Goals. While under the control of the charm, Huine seeks to complete her objective – destroy the map to the werewolf cave. If the characters enter the cell and discovers her, she attacks. If the characters enter the locked door, she attacks them.

If the charm is broken, Huine urge the characters to help her rescue her clan. However, ending the charm also causes severe exhaustion causing Huine to be ineffective in combat (Level 4 exhaustion).

What They Know? Huine is a member of the House of Garaf, a drow house banished from the Underdark for being “too nice.” The members of the house are generally good and worships Selûne. Long ago, Selûne blessed members of the house with a gift to turn into werewolves when under moonlight. This transformation grants them super natural strength and dexterity. However, these boons cause those who do not understand them to fear them. The house of drow werewolves are still feared by surface dwellers and so they were forced into the forest to hide from those who do not understand them.

Huine know the leader has a powerful magical artifact used to control the other werewolves and grant them additional power. The leader has fallen from worshipping Selûne and is now a devoted follower of Shar. Huine does not remember the leaders name or appearance as if it has been blocked out of her memory. She was sent here to destroy the map and whatever documents Elama has on their camp. Elama knocked her out and kept her captive here in the basement. Elama left in a hurry about three days ago. The workers has been bringing food and water for the children and herself over the past days but they did not show up last night. Huine took the opportunity to try to break out.

Huine does not know why the charm could be broken this time. It is possible the leader is growing weak as she tries to control more werewolves.

Huine has only met Elama once. She was on guard duty when she spotted Elama embracing a werewolf before sneaking out of the camp. It was strange for someone sneaking around to be wearing a bright red hood. Huine was not able to see the face of the other werewolf but did not thought much of it. She “has more important duties” than breaking up “forbidden love.” If asked about “forbidden love,” Huine explains the drow of House Garaf can not mate with other drows in order to keep the power of Selûne pure and within the family. Huine thinks the concept is “wolf shit.”

Huine knows the location of the werewolf camp. In fact, she knows a secret passage to enter the cave that would avoid a lot of unnecessary killing. These werewolves are mindcontrolled, if the characters can break the charm, they can restore a powerful ally to their side. The secret entrance, however, require some swimming.

By the end of the encounter, the characters should have a rough idea of where Elama is headed and thus

receives **Story Objective B:** Stopping Elsa (the leader of House Garaf) and restoring order in House Garaf.

Playing the Pillars

COMBAT

If the characters open the locked reinforce door to **Room B** or if the characters notice the presence of Huine, she attacks the characters.

EXPLORATION

Besides the **DC20 Wisdom (Perception) check**, characters may attempt a **DC15 Wisdom (Survival)** or **DC17 Intelligent (Nature)** to notice signs of a canine like creature though they do not know the exact location of creature. This gives them advantage on their perception check.

SOCIAL

Huine does not have control over her actions At the end of Huine's turn, she attempts to make a DC25 Wisdom saving throw to break her charm. During her turn, besides attacking the characters, Huine also verbally argues with herself and characters notice her struggles to regain control of herself.

Any attacks or hostile spells against her gives her disadvantage on the Wisdom saving throw.

A **DC 15 Charisma (Persuasion)** check reduces the DC by 1. *Dispel Magic* casted at level 8 also dispels the charm.

Scene C: Not so fast

As the character leaves the warehouse, they are attacked by a group of werewolves

This Scene should take no more than 30 minutes.

Prerequisites

Characters either found Elama's map or obtained information about the location of the werewolf camp

Area Information

The area has the following features:

Streets of Hillsfar Dock Area. The characters are engaged as the party leaves the warehouse. The streets here are wide, allowing at least two carts to travel through safely (about 30 ft. wide). So the party has end open space to fight.

Creatures/NPCs

Characters have the opportunity to interact with the following NPCs:

Werewolves Raiding Party. A group of werewolves sent to attack the warehouse again after the failed raid last night. The raiding party consist of one **Warlord**, one **Drow Shadowblade**, and three **Drow Elite Warriors**

Objectives/Goals. The werewolves intent to find and destroy Elama's map. If they notice Huine has broken her charm as well, the werewolves also try to kill her.

What do They Know? These werewolves are also affected by *Dominate Monster* but does not make saving throws on their turn. Huine urges the characters to avoid killing them.

If the characters decided to heal the werewolves after they are knocked out, the werewolves can

provide some information. They are members of the House of Garaf, a drow house banished from the Underdark for being "too nice." The members of the house are generally good and worships Selûne. Long ago, Selûne blessed members of the house with a gift to turn into werewolves when under moonlight. This transformation grants them super natural strength and dexterity. However, these boons cause those who do not understand them to fear them. The house of drow werewolves are still feared by surface dwellers and so they were forced into the forest to hide from those who do not understand them.

Their leader has a powerful magical artifact used to control the other werewolves and grant them additional power. They do not remember the leaders name or appearance as if it has been blocked out of their memory. They were sent here to destroy the map and whatever documents Elama has on their camp. Another raiding party was sent out to hunt Elama down. She was seen riding into the Cormanthor Forest a few nights ago.

These werewolves are too exhausted to continue travelling with the party.

Combat Balancing

Very weak and Weak: Remove three **Drow Elite Warriors**

Strong: The **Drow Shadowblade** has *Fire Absorption*

Very Strong: The **Drow Shadowblade** has *Fire Absorption* and *Reckless*

Playing the Pillars

COMBAT

Characters are ambushed by one **Warlord**, one **Drow Shadowblade**, and three **Drow Elite Warriors**

EXPLORATION

Characters can find a box of *Healers Kit* allowing them to patch up the werewolves after combat to ensure none of them dies.

SOCIAL

No social options here. The werewolves have no intention to spare the characters and fight fanatically till they are killed or knocked out. Once the werewolves breaks their charm, they willingly cooperate with the characters.

Creatures/NPCs after combat is resolved

Gabriel Harthrock. Gabriel is a retired adventurer, a street urchin turned aristocrat. Now, he travels the region around the Moonsea. Gabriel has *True Polymorph* himself into an **Adult Silver Dragon** and uses its *Change Shape* ability to turn into a human.

Objectives/Goals. Gabriel was sent by Lady Lux to check on the status of her request with Elama.

What do They Know? Gabriel knows Lady Lux need some help with some trouble near the Cormanthor Forest, if the party is headed that way, they should pay Lady Lux a visit too. While she is unlikely to offer monetary reward, she is one of the larger distributors of alcohol in the area.

Episode 3: Saving Grandma!

There is a total of four *Scenes* in this episode. Here is a summary of each scene and its sequence.

Scene A: A Friendly Face. As characters approach the Cormanthor forest, they spot a group of adventurers resting. Maybe they have some useful information for the journey ahead?

Area B: The Way Forward. The characters have to decide which path to take. Travel through the forest and risk running into the werewolf patrols (Combat) or navigate the swamp and face the dangers of nature (exploration).

Area C: Forbidden Love. Characters run into a group of drow children and their protector. The party receives more information and potential aid for the battle to come.

Area D: The Truce. A frontal assault would be suicide, so the characters found a way in from the back. However, the path is guarded by an archdruid and her owlbeats.

Scene A: A Friendly Face

As characters arrive at the edge of the Cormanthor Forest, they spot a small camp.

This Scene should take no more than 15 minutes.

Area Information

The area has the following features:

Adventurers Camp. The characters run into a group of adventurers working on a bounty put up for some werewolves in the area. There is a total of six humanoids, though characters that make a **DC17 Wisdom (Perception) check** noticed two of them are zombies dressed up in armor and clothing.

Creatures/NPCs

These creatures or NPCs are in this area.

Mavens. Mavens is an adventuring party currently working out of the City of Hillsfar. They taken a job just a couple of days ago to deal with some werewolves in the area. The party consist of a goliath druid (Crixus), a wood elf wizard (Kyrnnt), a bugbear barbarian (Puddles), and a drow bard (Zarrin Lefay).

Crixus. Crixus is a goliath druid with some barbaric ways. He prefers to avoid interacting with individuals not in his party. From time to time, he

would blame his party members saying, "You're only making it worst!"

Kyrnnt. Kyrnnt is a wood elf necromancer and never travels without her to trusted zombies alongside her. She believes she "puts the romance in necromance."

Puddles. Puddles is a barbarian turned rogue. When given the opportunity he rants about evil halflings having brainwashed him into thinking he was raised by halflings.

Zarrin Lefay. Zarrinn is a drow bard who may have sold his soul for a little extra "kick" in his arcane abilities. Zarrinn is the leaders of the Mavens adventuring group, likely because he is the only one that could string sentences together without saying anything too weird.

Objectives/Goals. The Mavens are here to make some gold. However, they main motivation for adventuring is traveling together and the adventure. Characters must convince the Mavens there is something bigger at play here.

This should be a short and brief roleplaying encounter. The Mavens are not here to cause problem but rather act as vessel to present information about the werewolves and the secret path if Huine was killed.

What do They Know? The werewolves have been very aggressive recently. Crixus specifically states, it was as if they were protecting something important. The Mavens will inform the party there are werewolf patrols around the Cormanthor Forest. The characters can avoid the patrols by going through the swamp though there are probably dangers in the swamp as well.

Puddles the barbarian rogue will provide information about a secret back entrance to the werewolf caves through a waterfall. It is guarded by an archdruid and owlbeats.

Zarrin also adds the werewolves have mutated more than what the Mavens encounter just yesterday. Each werewolf seems to some extra abilities and are no longer harmed even by magic weapons. The weapon must be silvered in order to harm the werewolves. The Mavens had to resort to more creative means to fighting them – punching the werewolves with a fist full of silver coin.

If the party was nice to the Mavens, they allow the party to have the molten silver they were heating up to continue their adventure. The molten silver is enough to silver two weapons or 20 ammunitions. They also give the characters two *Potion of Greater Healing*.

Scene B1: The Way Forward

Play this scene if the party decides to cross the swamp.

This Scene should take no more than 30 minutes.

Area Information: Through the Swamp

The area has the following features:

Swamp Area. The swamp area is a wetland covered in aquatic vegetation that makes it difficult to pass. To the untrained eye, there appear to be dry-land protrusions to walk on but a trained navigator can tell of the dangers. Some areas of the swamp are better lit by sunlight due to the lack of foliage but others are darker as if death itself is blocking the light.

Characters must travel at the boundaries of the swamp and the moist forest. Thus, sightings of smaller animals and woodland beings are not uncommon. The party must deal with at least two of the encounters here before meeting Elena in Scene C.

Poisonous Gas

Certain pockets of air in the swamp has become poisonous from the rotting flesh and infestation. There is no color denoting the poisonous air but a **DC16 Intelligent (Nature) check** allows a character to notice a slight difference in air quality after a minute of travelling in the area.

All characters must make a **DC17 Constitution saving throw** or suffer 28 (8d6) poison damage, and half as much on a success. If characters are aware of the poisonous gas and take necessary steps to filter the air they breathe, they make this save with advantage.

Shiny prizes!

The party comes across a floating plank with an adventuring pack laid opened. There appears to be some potions and adventuring gear.

Three **Hydras** hide in the swamp waiting for the characters to approach. They ambush the characters if possible, otherwise, they attack the characters directly. The characters do not find any treasure as the goods sinks to the bottom of the swamp or are destroyed during combat.

Slime!

While travelling through the swamp area, acidic green slime falls on the characters from a rotting tree.

Characters who have a passive Perception of 15 or higher can make a **DC17 Dexterity saving throw** to attempt to avoid the falling slime. Characters who do not spot the falling slime automatically fails the saving throw. On a fail, the characters make 39 (6d10) acid damage and continues to take 13 (2d10) every turn until an action is taken to scrap the acid off. This can be done with a weapon or other tool, though it would damage the weapon and destroy the tool unless it is magical.

Honey and Bees

The characters stumble across a giant beehive. The honey from the hive smells sweet and fresh! Though the giant bees protecting it seem dangerous to approach. The honey may be helpful when negotiating with the owlbeats?

To approach the hive, a character has to sustain at least three rounds of bee attacks. When approaching, when gathering, and when leaving. The character must have a big container to store the honey, a vial is not going to be enough.

Each round of bee sting, the character suffers 13 (2d10) piercing damage and must make a **DC15 Constitution saving throw** or be poisoned for the next minute. Other characters can use magic and abilities to aid the character. The character gathering the honey must make a **DC15 Wisdom (Survival) check** to gather the honey.

Scene B2: The Way Forward

Play this scene if the party decides to cross the forest.

This Scene should take no more than 30 minutes.

Area Information: Through the Forest

The area has the following features:

Cormanthor Forest. The Cormanthor Forest is a large, dense forest made up of a variety of species of plants with trees growing over 100' tall. There are no clear paths to travel on due to the forest being largely abandoned. The foliage blocks direct sunlight from reaching the ground and the forest is considered dimly lit. There are no signs of animals but characters can find occasional markings on trees made with blood. A **DC14 Intelligent (Nature) check** reveals these markings are used to denote boundaries of a beast's territory. If nothing else, the characters know they are headed in the right direction.

Creatures/NPCs

These creatures or NPCs are in this area.

Werewolves Patrol. These werewolves are patrolling the area around their camp to defend it from intruders. The patrol consists of one **Drow Shadowblade**, and three **Drow Elite Warriors**.

Objectives/Goals. The werewolves try their best to stop the characters from reaching their camp. One **Drow Elite Warrior** will flee to alert the camp of the characters.

What do They Know? If the characters knock the werewolves out to break their charm then heal them back up, the werewolves can inform the character 'Mother' was not expecting visitors. The patrol is out here looking for Elena, a werewolf that has resisted the charm who escaped three days ago.

If the characters still don't know, the werewolves tell them about the history of House Garaf.

Their leader has a powerful magical artifact used to control the other werewolves and grant them additional power. They do not remember the leader's name or appearance as if it has been blocked out of their memory. She was sent here to destroy the map and whatever documents Elama has on their camp.

These werewolves are too exhausted to continue travelling with the party.

Each of the drow werewolves has been "blessed" with a mutation granting them powerful abilities in the form of a spell casted on them by Shar. At the beginning of combat, they transform into werewolves and gain some buffs. You may roll from this table or pick one of your choice for each werewolf:

Werewolf Mutation Table

1d8	Mutation
1	Fire Absorption
2	Cold Absorption
3	Lightning Absorption
4	Steadfast
5	Invisibility
6	Reactive
7	Reckless
8	Pick Two

Fire Absorption. Whenever the werewolf is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Cold Absorption. Whenever the werewolf is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

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

Steadfast. The werewolf can't be frightened while it can see an allied creature within 30 feet of it.

Invisibility. As an action the werewolf magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Reactive. The werewolf can take one reaction on every turn.

Reckless. At the start of its turn, the werewolf can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Combat Balancing

Very weak: Remove two **Drow Elite Warriors**, the werewolves don't have mutations

Weak: Remove one ***Drow Elite Warriors***, Only the ***Shadowblade*** has mutations
Strong: Add another ***Drow Elite Warrior***
Very Strong: Roll twice or pick two mutation for the ***Shadowblade***

Scene C Forbidden Love

Characters stumble upon a friendly werewolf and some drow children seeking a place of refuge.

This Scene should take no more than 15 minutes.

Area Information

As the characters are leaving the swamp, they notice a young drow child moving towards a wooden figure (a toy) floating in the shallow waters of the swamp. To any adventurers, this likely spells danger. Characters who pass a **DC17 Wisdom (perception) check** notice a **Hydra** waiting close by to pounce on the innocent child.

Characters may react to this or decide to ignore this. If the characters charge to protect the child, the **Hydra** retreats, knowing it is unlikely to survive fighting the characters. If the characters ignore it, Elena runs out from the forest, transforms into a werewolf and intimidates the **Hydra**.

Creatures/NPCs

These creatures or NPCs are in this area.

Elena Garaf. Elena Garaf is a werewolf from House Garaf. She resisted the charm and escaped the camp with some of the children. There are currently four drow children with her.

Objectives/Goals. Elena main goal is safety of the younglings. While she is tempted to return to the camp to aid Elama, she knows the younglings are defenseless without her. Characters can convince Elena to let Huine take the children back to Hillsfar. A **DC17 Charisma (Persuasion) check** is required to convince Elena. If Huine is not with the characters, Elena refuses to part with the children unless the characters can provide a suitable escort (i.e., a squire from the *Knight* background). Otherwise, the characters must either let Elena leave or accommodate traveling with four younglings.

If characters protected the children, they have advantage on this check. If the characters are from any of the five factions (Order of Gauntlet, Harpers, Emerald of Enclave, Lord's Alliance, or the Zhentraim) the DC is reduced to 14 due to Elena's positive experience with members of the factions. If any character is a Thayan, Elena will not share any information with the party and wants to be left alone. If the characters decide to attack Elena, she uses the statblock of a **Warlord** and benefits from all the mutations.

What do They Know? Unlike most other werewolves, Elena was devoted to the teachings of Selûne and was been blessed with many abilities. This was a sign that she was to take over as the leader of the house. But Elsa had other plans, Elsa's hunger for power caused her to turn to Sharr. This has cause Elsa to turn fanatical and she has become more aggressive towards the humanoids of Hillsfar.

Elena knows Elama personally. In fact, both of them are in an intimate relationship. However, it was "forbidden love." House Garaf bars its members from mating with other drows or humanoid as to keep "purity" of Selûne blessing in their house. As Elena and Elama grew more intimate Elena decided to share this bond with Elsa. Elsa saw this as an excellent opportunity to exile Elena and hang on to the leadership of House Garaf. However, instead of gaining support from the members of the house, Elsa found many members of the house saw the conservative rule to be contradicting of Selûne's teaching. In fact, some other werewolves also admitted to intimate relationship with other drows, elves, and humanoids in the region.

Elsa is old, she is nearly a thousand years old. She is weak and limited by her physical body. Thus, she was not able to physical challenge so many werewolves. However, she decided to cast a powerful charm on the house instead. She maintains the charm through a magical artifact she keeps in her chambers.

Elena assures the party a frontal assault will only lead to their death. There are nearly forty werewolves within range of the entrance to the cave. However, Elena knows a way into the chambers directly (i.e., the secret entrance). But it will take more than a few adventurers to defeat Elsa. Elena says, "I hope you all have been good today." But does not elaborate on the statement.

Elena can also provide other information the characters don't have about House Garaf and the werewolves.

Werewolf Mutation Table

1d8	Mutation
1	Fire Absorption
2	Cold Absorption
3	Lightning Absorption
4	Steadfast
5	Invisibility
6	Reactive
7	Reckless
8	Pick Two

Fire Absorption. Whenever the werewolf is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Cold Absorption. Whenever the werewolf is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

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

Steadfast. The werewolf can't be frightened while it can see an allied creature within 30 feet of it.

Invisibility. As an action the werewolf magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Reactive. The werewolf can take one reaction on every turn.

Reckless. At the start of its turn, the werewolf can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Scene D The Truce

Now the characters know the way to the cave and the back entrance, they may still be interested to scout to the location out.

The entrance is guarded by two **Drow Shadowblade** and two **Champions**. Spending a minute or two studying the area, characters will note there are around twelve werewolves by the entrance.

If the characters are stupid enough to attack, they are slaughtered, their bodies consumed by the werewolves. If they insist on fighting, these enemies will attack them. These werewolves are intelligent fighters and will flank and surround the characters, targeting spellcasters and lightly armored characters:

At the Entrance (Round 1):

2 **Warlord** (with 3 mutations)
4 **Shadowblade** (with 2 mutations)
4 **Champion** (with 1 mutations)
2 **Archmage** (with 1 mutations)

Arrives at the end of Round 1

2 **Warlord** (with 3 mutations)
4 **Shadowblade** (with 2 mutations)
6 **Champion** (with 1 mutations)
4 **Archmage** (with 1 mutations)

Arrives at the end of Round 2

2 **Warlord** (with 3 mutations)
4 **Shadowblade** (with 2 mutations)
8 **Champion** (with 1 mutations)
5 **Archmage** (with 1 mutations)

If the characters decide to use the secret entrance, run this scene.

This Scene should take no more than 30 minutes.

Area Information

The area has the following features:

Secret Garden. The back entrance is also a secret garden in the Cormanthor Forest. This is why House Garaf has never worry much about intruders. The garden is surrounding by a tall fence (15 ft) of vegetation. A **DC15 Intelligent (Nature) check** identifies these vegetations as harming to climb or move through. Inside the fence is a small area filled

with fruitful trees, a small waterfall flowing into a pond, and a structure that looks like a gazebo.

If the characters decide to climb or force their way through the fence, they must make a **DC17 Strength (Athletics) check** to pass through and take 39 (6d10) piercing and slashing damage.

Character may use magic or other creative means to pass through the wall but if the characters tries to destroy the fence in any way, Huine or Elena will remind them they are here to negotiate with the "owner of this fence" emphasizing how unintelligent their actions would be.

Creatures/NPCs

These creatures or NPCs are in this area.

Archdruid Celestine. Celestine is an archdruid and a Winterstalker (Rank 4) of the Emerald of Enclave. She lives in this secret garden in the company of her owlbears.

Objectives/Goals. All things considered; Celestine just wants to be left alone. She, however, does not appreciate the intrusion and would like to have some fun with the intruders.

What do They Know? Celestine is unaware of what is happening with House Garaf. In fact, she is surprise by the presence of Elena and Huine if either or both of them are around. She does know she had an agreement with Elsa to not let anyone through the waterfall nearly a century ago when House Garaf first moved into the area.

Before the characters are allowed to speak with her, they must face a test. Each character must face one of her owlbears alone, without harming them. If the characters attack and intentionally harm any of her owlbears, combat begins. Characters must fight one **Archdruid** and eight adult owlbears (use **Mammoth**).

Otherwise, each character must face one owlbear alone. There are several ways to handle this encounter:

- Any characters Rank 3 or higher in the Emerald of Enclave can choose to bow out of this encounter or allow one of their allies to bow out.
- If the younglings are with the party, they get excited at the sight of the young owlbears and transform into werewolves and play with them. This distracts one of the adult owlbear allowing one character to skip this encounter.
- Character can use their strength to wrestle the owlbear in a show of might. The character and the adult owlbear makes three contest **Strength (Athletics) check**. The adult owlbears has a +7 to

its strength checks. If the character loses, they take 25 (4d8+7) damage as the owlbear overpowers them. On a success the characters grab holds of the bears and prevent them from harming the character.

- Characters may also opt to use their dexterity instead. The character makes a **Dexterity (Acrobatics) check**, contested by the adult owl bear's **Strength (Athletics) check**. If the character loses, they take 29 (4d10+7) damage as the owlbear strikes the character. On a success the character dodges out of the way.
- Characters can use their knowledge of nature to deal with this encounter. A **DC18 Intelligent (History) check** allows the character to remember a specific type of fruit the owl bears love. The character can pick from the trees here and attempt to feed the owlbear. A **DC18 Intelligent (Nature) check** helps the character identify one specific owlbear that is hungry. Otherwise, there is only a 20% chance the character randomly feeds the right owlbear. If the character attempts to feed an owlbear that isn't hungry, it uses its *Trampling Charge* ability on the character. If characters had gathered honey from the scene before, the honey can substitute for the fruit.
- Characters attune with nature may attempt to calm and tame the animal. The character must first pass a **DC17 Wisdom (Survival) check** to approach the adult owlbear in a manner that does not agitate the owlbear. If the character fails this roll, the owlbear uses its *Trampling Charge* ability on the character. If the character successfully approaches the adult owlbear, they must succeed at a **DC14 Wisdom (Animal Handling) check** to calm the owlbear.
- Finally, for the poor bards out there, they may attempt to sing or perform for the owl bears. While the owl bears are not too interested in a musical performance, an outstanding performance may please the creatures enough to not trample over the bard and their instruments. The character must succeed on a **DC25 Charisma (Performance) check** to calm the huge beast. On a fail, the creature uses its *Trampling Charge* ability on the character.

Once the characters have passed the test and entertain Celestine, she becomes willing to listen to the characters. Celestine is unwilling to let anyone pass. She has a truce and agreement with Elsa that she is unwilling to break for mundane reasons. Characters must make a compelling argument to

Celestine. The DC required to convince Celestine begins at 20. However, the following point raised will decrease the DC by 1 each:

- What Elsa is doing upsets the balance of nature (appealing to tenant of the Emerald of Enclave)
- Elsa may turn on Celestine like she has turned on her own people (appeal to the safety of her garden)
- Not damaging her fence
- Not injuring (any damage) her owl bears [decrease DC by 3]

However, the following events increases the DC by 1:

- Insulting Celestine
- Damaging her fence
- Causing any injuries to her owl bears

If the characters manage to do all three "bad" things, there is no negotiation.

Once the characters convince Celestine, they must go on a dive and swim 90 ft. to the secret chamber in the cave system. Most characters can hold their breath long enough to swim this distance.

Episode 4: Last Stance

There is a total of two **Scenes** in this episode. Here is a summary of each scene and its sequence.

Scene A: A Test of Character. Elena and Elama ask Selûne for her blessing for the final fight. This is a quick summary of “good” and “bad” deeds the characters have done. This decides certain buffs they get for the final fight.

Area B: Confronting Grandma. The party accompanies

Scene A. A Test of Character

The character emerges from the cold water and meets Elama. Here, they must face a test of character to gain the blessing of Selûne.

This Scene should take no more than 15 minutes.

Area Information

After the end of the cold dip in the water, the characters emerge in a small cavern area.

The characters see a drow in a bright red hood kneeling in front of an altar praying. A DC 13 Intelligent (History) check identifies the holy symbol as the symbol of Selûne. If Elena is with the party, she rushes forward to embrace the drow from behind and then both share a brief moment of intimacy.

Beyond the shrine, there is nothing in this area. The cavern is moist and cold but characters feel comfortable when around the altar. The vegetation in the water provides dim light throughout this area.

Creatures/NPCs

These creatures or NPCs are in this area.

Elama Rakesh. Elama Rakesh is the adopted daughter of Omar Rakesh. She is, however, also the granddaughter of Elsa Garaf.

Objectives/Goals. Elama is here to end Elsa. Though, she misses the opportunity to get to know Elsa before she became fanatic, Elama knows what must be done.

What They Know. Once the couple are done with their personal moment, Elama, the red-hooded drow addresses the characters by first introducing herself. She explains that she is here to stop Elsa but will need more help. She urges each character here to pray to Selûne and ask for her blessing. Selûne

blesses the party based on the good deeds they have done today. Slaying evil demons and saving the world doesn't mean much if you torture puppies to past time. Selûne does not care for the great deeds but rather the small acts of kindness. If the characters have been disregarding consequences of their actions, Elama recommend they don't pray to Selûne and she will likely punish them.

Elama confronted her grandmother. Together, they discovered Elama is the granddaughter of Elsa. A fateful night decades ago, Elama's mother and a group of other werewolves were performing a ritual to bless Elama with the gift of Selûne. However, they were ambushed by a group of adventurers and slaughtered. Elama was abducted and never seen again... until now. Elama then tells characters the story Omar told her... That night, Omar, Kriv, and their party were resting when they heard chanting. They witness a group of werewolves preparing to sacrifice Elama and attacked the werewolves to save her. Only fate could add such a wicked twist to her life's story. But, she had a great life with Omar, and she may not have her free will now if not for Omar.

Elsa believes Elama is resting here and does not suspect Elama's plot against her. At the same time, Elsa isn't too worry about one individual plotting against her. However, with the help of the adventurers they could stand a chance. Elama has a *Cape of Mounteback*, Elena will grab the artifact and use to cape to travel as far away from the cave as possible. This will stun the dominated werewolves and hopefully eliminate them from the fight long enough. Elama and the characters will challenge Elsa together, they have 1 minute to defeat Elsa before the werewolves swarm them.

A Test of Character

Total up the characters points according to the deeds they have performed. Characters should not know the consequences until they decide to ask for their blessing.:

Good Deeds

Points	Events
1	Nice to children in the basement (feeding them, talking to them nicely etc)
1	Not Killing Huine
Up to 3	Going out of their way to keep werewolves alive (i.e., spending resources)
1	Saving the child at the swamp
1	Returning the wooden doll to the child (at swamp)
1	Not damaging the vegetation fence

1	Friendly with Elene
2	Avoiding combat with Celestine
1	Avoided combat with the dragon

Bad Deeds

Points	Events
-1 ea	Dead werewolves
-1 ea	Unfriendly to children in basement or Elama's staff in the warehouse
-2	Rude to or attacked the Maven adventuring party
-2	Not saving the child in the swamp
-2 ea	Killing an owlbear
-5	Killing Celestine
-5	Killing the dragon

If the characters have been good, the final fight should be fairly easy. Otherwise, it may be the toughest fight they will ever face:

Boons and Banes (Cumulative). Boons and Banes are removed at the end on combat with Elsa.

Points	Events
10 or above	All melee weapons become silvered, magical, and has <i>Holy Weapon</i> casted on them
7 or above	All characters gain <i>Improved Divine Smite</i>
4 or above	All characters gain <i>Protection from Evil and Good</i>
2 or above	All characters gain <i>Shield of Faith</i>
0	All characters gain <i>Blessing of Protection</i>
-2 or below	Characters gain no boons
-4 or below	All characters suffer 21 (6d6) psychic damage
-7 or below	All characters gain <i>Bane</i>
-10 or below	All characters gain <i>Slow</i> and <i>Feeblemind</i>

Scene B. Confronting Grandma

The character will challenge Elsa and hope to survive.

This Scene should take no more than 15 minutes.

Area Information

The final combat takes place in Elsa's room. It is a large round room (40ft. x 80ft.) with a throne which she sits on and six pillars.

Creatures/NPCs

These creatures or NPCs are in this area.

Elama Rakesh. Elama Rakesh is the adopted daughter of Omar Rakesh. She is, however, also the granddaughter of Elsa Garaf.

Objectives/Goals. Elama will assist the character in combat. She uses the statblock of a **Warlord**. She has all the boons of Selûne.

What They Know. Elama knows there is no discussion or chit chat with Elsa. Doing so will only give her the opportunity to cast magic and is a waste of time as the group only has 1 minute to defeat and kill Elsa.

Elama reminds the character, once Elene grabs the rod and dimensions door out of the room, the party has 1 minute to kill Elsa.

Elama is a seasoned adventurer. She will use her legendary actions primarily on Rogues and Paladins to allow them the extra attack.

Elsa Garaf. Elsa Garaf is an elderly drow who is the leader of the House of Garaf. She was sold part of her soul to Sharr and in turn gained tremendous power including a more powerful *Rod of Rulership* allowing her to dominate her werewolves.

Objectives/Goals. Elsa wants to stay in power... forever. Elsa fights to the dead, use the **Drow Matron Mother** statblock for Elsa.

What They Know. Elsa has tasted the power of serving Sharr. Throughout the combat, Elsa will talk about the power and convince Elama and the characters to surrender and be blessed by Sharr. If any characters accept the offer, they lose all their blessings and gains all the bane from Selûne.

Elsa has the following buffs granted by Sharr:

- She has *Foresight*, *Mindblank*, and *Invulnerability* casted on her.

- She has a *Contingency* effect on her, the first time she would be reduced to 0 hit points instead triggers a *Mass Heal* spell to be casted on her.

The six pillars in the rooms are magically enchantment. They are placed alongside the room, 20 ft. apart from one another, three in a line, and both lines and 30 ft. apart. They have an AC of 15 and 40 HP. Each pillar can cast *Dispel Magic* and *Slow* at will (+7 to ability roll). Three pillars go on initiative 20 and another three pillars go on initiative 10. The pillars are immune to *psychic* and *poison* damage. They are considered construct. For weak parties there are only four pillars.

The throne acts on initiative 15 and 5 summoning one **Shadow Demon** to help Elsa. There can only be three **Shadow Demon** at any time. For weak parties, the throne does not act.

This should be a fairly easy fight if characters have 7 or above points. From 0-7, the characters should have a good chance to defeating Elsa, especially when Elama helping them. Even with no boons or some pre combat damage, characters still stand a fair chance defeating Elsa especially if they focus more on assisting Elama rather than trying to be the hero (now they know how all the *Bards* feel).

If characters have -7 or more point. This fight is extremely difficult, and they will have to put a lot of effort into ensuring maximum effectiveness of Elama in combat. This is how this combat is designed. If the characters were jerks to people around them earlier on, karma gets them in this boss fight.



The 10-round limit is unlikely to be used up but feel free to add 2-3 extra rounds if necessary or if the party was weaker.

Wrap-Up: Concluding the Adventure

As the characters deal the final blow to Elsa, she falls to the ground and parts of her begins crumbling to dust. She reaches out to Elama and thank her for liberating her from this cursed form.

The werewolves of Garaf regain their free will and most of them are exhausted from the charm. Elama leads the characters out of the cave. The party may stop to catch a breathe outside. Within minutes, Elene returns with the rod. Part of it has broken and crumbled to ash like Elsa but what remains is still a potent magical artifact. Elama and Elene presents the rod to the characters as they have no need of such an object. The rod is a *Rod of Rulership*.

If the characters decide to search Elsa's room, they find an *Enduring Spellbook* with the spells of an *Archmage* scribed in it.

Elama and Elene thank the characters for their assistant. They discuss the future of House Garaf and Elene agrees to move the house into the docks of Hillsfar. After all the city is more welcoming than it was, they have even taken in some mindflayers a couple of months ago!

Before the characters leave, Elene brings up the mutations. Some of the werewolves are still partly mutated and are in pain. Elama knows someone who can help and ask if the characters were willing to accompany her to meet a friend. This is **Bonus Objective A**.

Adventure Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive 2 advancement checkpoint and 4 treasure checkpoints for each **story** objective that they complete, as follows:

- **Story Objective A:** Investigate the warehouse and identify potential culprits. Find and make sure Elama is safe.
- **Story Objective B:** Stopping Elsa and restoring order in House Garaf.

The characters receive 1 advancement checkpoint and 2 treasure checkpoints for each **Bonus objective** that they complete, as follows:

- **Bonus Objective A:** Helping Winifred get her bees back to work
- **Bonus Objective B:** Curing the mutation in House Garaf

Player Rewards

The characters earn the following player rewards for completing **the main objectives**:

Magic Item Unlock

Rod of Rulership: This rod is made out of bone with dried blood stains all over it that cannot be cleaned. The bearer of this rod often feels forgetful and has a strange craving for meat. This item can be found in **Appendix 4**.

Enduring Spellbook: This item can be found in **Appendix 5**.

Story Awards (Appendix 6)

Crazy Squirrel (Wizard): Wearing a purple robe and pointy hat, this adorable squirrel also wields a wooden staff with a glowing symbol of House Garaf (A werewolf face with the star of Selûne over it). If *Speak with Animal* is used to communicate with it, it

says it is a wizard to the House of Garaf and its here to fight Sharr!

This Crazy Squirrel functions as a pet, does not contribute to combat, or provide any benefit beyond its adorableness!

Consumables (Appendix 7)

Potion of Healings: You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

Potion of...	Rarity	HP Regained
Greater Healing	Uncommon	4d4 + 4
Superior Healing	Rare	8d4 + 8

Potion of Heroism: For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bless* spell (no concentration required). This blue potion bubbles and steams as if boiling.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: Creature Statistics

This appendix details monsters that are encountered in this adventure

Drow Shadowblade

Medium humanoid (elf), neutral evil

Armor Class 17 (studded leather)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	16 (+3)	12 (+1)	14 (+2)	13 (+1)

Saving Throw Dex +9, Con +7, Wis +6

Skills Perception +6, Stealth +9

Senses darkvision 120 ft., passive Perception 16

Languages Elvish, Undercommon

Challenge 11 (7,200 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 innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Shadow Step: While in dim light or darkness, the drow can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn

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

Actions

Multiattack. The drow makes two attacks with its shadow sword. If either attack hits and the target is within 10 feet of a 5-foot cube of darkness created by the shadow sword on a previous turn, the drow can dismiss that darkness and cause the target to take 21 (6d6) necrotic damage. The drow can dismiss darkness in this way no more than once per turn.

Shadow Sword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 8 (1d6+5) piercing damage plus 10 (3d6) necrotic damage and 10 (3d6) poison damage. The drow can then fill an unoccupied 5-foot cube within 5 feet of the target with magical darkness, which remains for 1 minute.

Hand Crossbow. Ranged Weapon Attack: +9 to hit, range 30/120 ft., one target. Hit: 8 (1d6+5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The

target regains consciousness if it takes damage or if another creature takes an action to shake it.

Champion

Medium humanoid (any race), any alignment

Armor Class 18 (Plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throw Str +9, Con +8

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Indomitable (2/day). The warlord can reroll a saving throw it fails. It must use the new roll.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

Actions

Multiattack. The warlord makes three weapon attacks.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6+5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 6 (1d8+2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Drow Elite Warrior

Medium humanoid (elf), neutral evil

Armor Class 18 (studded leather, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throw Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 5 (1,800 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 innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

Actions

Multiattack. The drow makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) piercing damage, plus 10 (3d6) poison damage.

Hand Crossbow. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 7 (1d6+4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target regains consciousness if it takes damage or if another creature takes an action to shake it.

Reaction

Parry. The drow adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

Warlord

Medium humanoid (any race), any alignment

Armor Class 18 (Plate)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throw Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses passive Perception 15

Languages Common, Undead

Challenge 12 (8,400 XP)

Indomitable (3/day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit point than half its hit point maximum.

Actions

Multiattack. The warlord makes two weapon attacks.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6+5) slashing damage.

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 6 (1d6+3) piercing damage.

Legendary Actions

Legendary Actions (3/Turn). The warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlord regains spent legendary actions at the start of its turn.

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.

Archmage

medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing

Senses passive Perception 17

Languages All languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*, *shield*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *stoneskin**

5th level (3 slot): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself all day

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Werewolf Mutation Table

1d8	Mutation
1	Fire Absorption
2	Cold Absorption
3	Lightning Absorption
4	Steadfast
5	Invisibility
6	Reactive
7	Reckless
8	Pick Two

Fire Absorption. Whenever the werewolf is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Cold Absorption. Whenever the werewolf is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

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

Steadfast. The werewolf can't be frightened while it can see an allied creature within 30 feet of it.

Invisibility. As an action the werewolf magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Reactive. The werewolf can take one reaction on every turn.

Reckless. At the start of its turn, the werewolf can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Hydra

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (–4)	10 (+0)	7 (–2)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.
Hit: 10 (1d10 + 5) piercing damage.

Archdruid (Celestine)

Medium humanoid (wood elf), lawful neutral

Armor Class 16 (hide armor, shield)

Hit Points 132 (24d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Int +5, Wis +9

Skills Medicine +9, Nature +5, Perception +9

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing

Senses passive Perception 24

Languages Common, Gnomish, Druidic

Challenge 12 (8,400 XP)

Spellcasting. Celestine is a 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Celestine has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *mending*, *poison spray*, *produce flame*

1st level (4 slots): *cure wounds*, *entangle*, *faerie fire*, *speak with animals*

2nd level (3 slots): *animal messenger*, *beast sense*, *hold person*

3rd level (3 slots): *conjure animals*, *meld into stone*, *water breathing*

4th level (3 slots): *dominate beast*, *locate creature*, *stoneskin*, *wall of fire*

5th level (3 slot): *commune with nature*, *mass cure wounds*, *tree stride*

6th level (1 slot): *heal*, *heroes' feast*, *sunbeam*

7th level (1 slot): *fire storm*

8th level (1 slot): *animal shapes*

9th level (1 slot): *foresight*

Actions

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target. *Hit:* 5 (1d6 + 2) slashing damage.

Change Shape (2/Day). Celestine magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. Celestine can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. Celestine reverts to its true form if it dies or falls unconscious. Celestine can revert to its true form using a bonus action on its turn.

While in a new form, Celestine retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its

spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Mammoth (Giant Owl Bear)

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages --

Challenge 6 (2,300 XP)

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8+7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone target. *Hit:* 29 (4d10+7) bludgeoning damage.

Drow Matron Mother (Elsa)

Medium humanoid (elf), neutral evil

Armor Class 17 (half plate)

Hit Points 262 (35d8 + 105)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	17 (+3)	21 (+5)	12 (+6)

Saving Throws Con +9, Wis +11, Cha +12

Skills Insight +11, Perception +11, Religion +9, Stealth +10

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft. passive Perception 21

Languages Elvish, Undercommon

Challenge 20 (25,000 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 innate spellcasting ability is Charisma (spell save DC 20). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *detect magic*

1/day each: *clairvoyance*, *darkness*, *detect thoughts*, *dispel magic*, *faerie fire*, *levitate* (self only), *suggestion*

Lolth's Fickle Favor. As a bonus action, the matron can bestow the Spider Queen's blessing on one ally she can see within 30 feet of her. The ally takes 7 (2d6) psychic damage but has advantage on the next attack roll it makes until the end of its next turn.

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

Spellcasting. The drow is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). The drow has the following cleric spells prepared:

Cantrips (at will): *guidance*, *mending*, *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *command*, *cure wounds*, *guiding bolt*

2nd level (3 slots): *hold person*, *silence*, *spiritual weapon*

3rd level (3 slots): *bestow curse*, *clairvoyance*, *dispel magic*, *spirit guardians*

4th level (3 slots): *banishment*, *death ward*, *freedom of movement*, *guardian of faith*

5th level (3 slot): *contagion*, *flame strike*, *geas*, *mass cure wounds*

6th level (1 slot): *blade barrier*, *harm*

7th level (1 slot): *divine word*, *plane shift*

8th level (1 slot): *holy aura*

9th level (1 slot): *gate*

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

Actions

Multiattack. The matron mother makes two demon staff attacks or three tentacle rod attacks

Demon Staff. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) bludgeoning damage, or 8 (1d8 +4) bludgeoning damage if used with two hands, plus 14 (4d6) psychic damage. In addition, the target must succeed on a DC 19 Wisdom saving throw or become frightened of the drow for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tentacle Rod. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 3 (1d6) bludgeoning damage. If the target is hit three times by the rod on one turn, the target must succeed on a DC 15 Constitution saving throw or suffer the following effects for 1 minute: the target's speed is halved, it has disadvantage on Dexterity saving throws, and it can't use reactions. Moreover, on each of its turn, it can take either an action of a bonus action, but not both. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

Summon Servant (1/Day). The drow magically summons a retriever or a yocholol. The summoned creature appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Legendary Actions

Legendary Actions (3/Turn). The drow can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The drow regains spent legendary actions at the start of its turn.

Demon Staff. The drow makes one attack with her demon staff.

Compel Demon (Costs 2 Actions). An allied demon within 30 feet of the drow uses its reaction to make one attack against a target of the drow's choice that she can see.

Cast a Spell (Costs 1-3 Actions). The drow expends a spell slot to cast a 1st, 2nd, or 3rd level spell that she has prepared. Doing so costs 1 legendary action per level of the spell.

Elsa has the following buffs granted by Sharr:

- She has *Mindblank*, *Foresight*, and *Invulnerability*
- She has a *Contingency* effect on her, the first time she would be reduced to 0 hit points instead triggers a *Mass Heal* spell to be casted on her.

Appendix 2: For the Bees

Prerequisites

Find Lady Lux's note or being informed about Lady Lux's request.

Bonus Objective A

Help Winifred's bees gather honey again

Scene A: Lady Lux's House

Character's arrive at Lady Lux's house. They meet Lady Lux at a small garden outside the house.

Area Information

The area has the following features:

Dimension and Terrain. The garden is filled with unique vegetation and flowers painted a multi-colored scene. The characters can help the songs of small woodland beings singing in the background. Yet, all that the characters can smell is alcohol.

In the middle of the garden is a gazebo where Lady Lux is currently relaxing. The servants usher the party to the gazebo.

Creatures/NPCs

These creatures or NPCs are in this area.

Lady Lux Feraelness. Lady Lux is one of the appointed members of the Senate in Hillsfar. She is a retired adventurer and controls a large share of the distribution of alcohol in and around Hillsfar.

Objectives/Goals. Lady Lux's beekeeper, Winifred, has requested aid and Lady Lux is willing to reward anyone who is willing to assist with the matter.

What do They Know? One of her beekeepers, Winifred, has requested aid as her bees are refusing to leave their hive. Lady Lux does not have the time to travel out to the Cormanthor Forest and would appreciate the characters' help if they were already headed that way. She provides the party with a spell scroll of *Speak with Animals*. If the characters agree to help her, Lady Lux promises to reward them each with a bottle of her best mead.

Scene B: The Farm

Winifred's bee farm is easy to spot, the characters arrive here without trouble.

Area Information

The area has the following features:

Dimension and Terrain. The farm is located close to the Cormanthor Forest. The farm is small and contains two beehives. The farmhouse is built to house only one person. Characters can smell the sweetness of the honey produced here though they also observe a large amount of empty honey bottles scattered around the area. Characters can hear the buzzing of bees but do not see any in sight, they also hear a soft feminine voice singing and a nice tune played from a mandolin.

Creatures/NPCs

These creatures or NPCs are in this area.

Winifred. Winifred is a beekeeper that run this small farm all by herself. Her farm does not produce large quantity of honey but is famed to produce some of the best in the region.

Objectives/Goals. Winifred just wants to get her bees to head out to pollinated a nearby grove so they would start producing honey again.

What do They Know? Winifred doesn't know much about what is happening. She has tried singing and playing music to her bees, talking to them nicely, and yelling at them at the top of her lung. As the character arrive, Winifred does not notice them as she is too preoccupied with singing to her bees while play a mandolin. Winifred complains about the characters inability to speak with the bees. She voices her disapproval of Lady Lux's choice. She then recommends the party visit the grove to see if they could figure the problem out.

The Bees. If character cast *Speak with Animals* (Remember *Bear Totem* Barbarians can do this), the bees discover they were frightened by some type of creature and refuses to leave until the characters deal with the creature. If ask how the bees would know the creature is gone, they tell the party the pixies and sprites come by often and talks about the creature. They seem to enjoy the creature's company.

Scene C: The Grove

Winifred points out the location of the grove and the characters can visit it.

Area Information

The area has the following features:

Dimension and Terrain. The grove is a large flower field at the edge of the Cormanthor Forest. Characters observe the large green field covered in vibrant flowers and stand strong despite the cold weather of the region. It is clear there is magic in the area keeping the vegetations healthy. The vegetations here stand tall, up to 5 ft, covering most characters. The characters can hear pixies and sprites singing and playing tiny musical instruments in a distant. The fragrance of the flowers is strangely calming.

Creatures/NPCs

These creatures or NPCs are in this area.

Diwhaf. Diwhaf is a playful **Adult Gold Dragon** who moved to the area very recently. He came here with some other friends but got distracted by the bees, pixies, and sprites here. He is currently wearing a gigantic bee costume.

Objectives/Goals. Diwhaf just wants to have fun. He is also poorly socialized with humanoids and other creatures, thus he does not understand “social cues.” As he spots the characters walking in the field, he thinks the characters are playing “hide and seek” with him. He hides in the field and attempts to grab one character and grapple them and flies away. As he does this, he yells “Found you!” in draconic. This encounter is meant to cause panic rather than actual combat. But the character can choose to kill the dragon. It should be quite obvious to the characters that the dragon is not here to harm or kill them. This is primarily a roleplaying encounter.

If the characters attack him but do less than 15 damage, Diwhaf sees there as a form of play and would “attack” the characters as well without realizing his chewing will kill them.

What do They Know? Diwhaf travelled south to Hillsfar after his friends told him about a “gathering.” He wasn’t paying much attention, but he remembers meeting a gargantuan Gold Dragon when he first arrived. The dragon gave a long lecture and Diwhaf got bored. He found this grove and decided to stay here for awhile.

Diwhaf does not like to cause harm to others, he is after all a good dragon. If he is made aware of the “suffering” he is causing, he will leave the grove. The bees are freaked out by Diwhaf’s costume. They actually enjoy his company. Once characters convince him to leave or get rid of his costume, he uses his *Change Shape* ability and turns himself into a *Goblin* talking to himself saying, “he said this form

would fit in best!” Diwhaf then begins walking in the direction of Hillsfar.

If the characters return to report their success to Winifred, she gives them a jar of honey. This can be used as an extra success with the owl bears later. This honey works for any owl bear, even if the owl bear wasn’t hungry.

Appendix 3: Curing Garaf

Prerequisites

Completing the main story, Elama believes some of her new friends can help reverse the mutation.

Bonus Objective A

Help Elama convince her new friends to assist her in curing the mutations inflicted on members of House Garaf.

Scene A

Characters return to Hillsfar with members of House Garaf. Elama leads them to the Mages Guild. Once they arrive here, Elama ask the apprentice "Where's the Thoons?" The apprentice then ushers the group into a lecture hall.

Area Information

The area has the following features:

Dimension and Terrain. The lecture hall is not large. The hall seat about twenty-four people and has a stage in the front. It is quiet except for the three Mindflayers on stage delivering a lecture. Half of the hall is filled with a hand full of wizards and the other half sits one Giant Goat, one T-rex, and a little girl with a bloodied kitchen knife.

Creatures/NPCs

These creatures or NPCs are in this area.

Mages Guild Wizards. The wizards are attending an advance class on the Far Realms. The character arrives towards the end of the class, the wizards are asking the Mindflayers questions.

Objectives/Goals. The wizards are eager to learn from the aberrations.

What do They Know? They see the progressiveness of Hillsfar as a great thing. The more unique travelers arrive here, the more the Mages Guild gets to learn.

Elisande. This little girl is just here relaxing as she takes a break before her next great adventure! Elisande considers the Thoon Mindflayers her friends.

Objectives/Goals. Elisande is just here to relax. If the party successfully answer all the Thoons riddles,

Elisande presents them with the **Crazy Squirrel (Wizard)** as a reward.

What do They Know? Elisande wants to know more stories of great adventurers. As the party waits for the lecture to be over, she approaches the group and request them to tell her what they did today!

Elisande is not here to cause trouble or disrupt anything. She's here to find stories of great adventurers. She gets more excited if the party exaggerates and use magic or other instruments to add flare to their adventure. If the party does a good story, Elisande rewards them with the squirrel even if the party misses one of the Thoon's questions (they still need to get two).



Thoon Mindflayers. The Mindflayers are here in Hillsfar to study and learn more about the surface world. The Mages' Guild has happily taken them in and have been make use of their presence as well. The Thoon Mindflayers appear to be master of time though not specifically chronomancy.

Objectives/Goals. The Thoons are a neutral power in all scheme of things. Similar to the Emerald of Enclave they seek balance. The Thoon seeks balance of power and oppression; purity and corruption; good and evil. Their order senses a growing imbalance between Selûne and Sharr that's why they have travelled to the surface. The Thoons always refers to themselves as a group, never as individuals.

What do They Know? They had sensed the imbalance between Selûne and Sharr for a while now. They have been studying the religious patterns of humanoids. They found it interesting that as time passed, devoted worshippers of religion becomes fanatical. Then the less religious have to rise and overthrow the fanatics and they become the devoted followers, and the circle continues. The Thoons themselves are atheist and have only troubled themselves with the pursued of knowledge. While they have found individuals to have gone fanatic

chasing knowledge, they do not observe the same circle that religious people have. If asked why they share this information with the characters, they said they like to share knowledge, and test knowledge.

The Thoons ask the characters to answer three riddles.

What time is it when you can't read a clock?

[Time to get glasses]

What brings tears to your eyes, resurrect the dead, make you smile, and reverse time?

[Memory]

If yes means no, and no means yes, would you like me to eat your brain?

[Yes]

Upon completing the riddles, the Thoons inform the werewolves of Garaf the consequence of “curing” the mutation. They will lose all the special abilities, even those granted by Selûne from before. They also share that keeping the mutation doesn't corrupt or cause any negative side effects beyond the physical appearance. Each werewolf gets to decide whether they keep or remove their mutation. The characters job is done here, they may leave.

Appendix 4: Magic Item

Characters completing this adventure's objective unlock this magic items

Rod of Rulership

This rod is made out of bone with dried blood stains all over it that can not be cleaned. The bearer of this rod often feels forgetful and has a strange craving for meat.

You can use an action to present the rod and command obedience from each creature of your choice that you can see within 120 feet of you. Each target must succeed on a DC 15 Wisdom saving throw or be charmed by you for 8 hours. While charmed in this way, the creature regards you as its trusted leader. If harmed by you or your companion, or commended to do something contrary to its nature, a target ceases to be charmed in this way. The rod can't be used again until the next dawn.

Appendix 5: Common Magic Item

Characters completing this adventure's objective unlock this common magic item

Enduring Spellbook

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.

Appendix 6: Story Award

Characters completing this adventure's objective unlock this common magic item

Crazy Squirrel (Wizard)

Wearing a purple robe and pointy hat, this adorable squirrel also wields a wooden staff with a glowing symbol of House Garaf (A werewolf face with the star of Selûne over it). If *Speak with Animal* is used to communicate with it, it says it is a Wizard to the House of Garaf and its here to fight Sharr!

This Crazy Squirrel functions as a pet, does not contribute to combat, or provide any benefit beyond its adorableness!

Appendix 7: Consumables

During the course of the adventure the characters may even the following consumable items.

Potion of Healings: You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

Potion of...	Rarity	HP Regained
Greater Healing	Uncommon	4d4 + 4
Superior Healing	Rare	8d4 + 8

Potion of Heroism: For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bles* spell (no concentration required). This blue potion bubbles and steams as if boiling.

Appendix 8: Omar Rakesh



By Dave Koo (<https://davidkoo.deviantart.com/>) or (<https://www.artstation.com/davidkoo/profile>)

Appendix 9: Elama and Elena



by Bespoke Character Creation (Cristina Murphy) www.bespokecc.com.au

Appendix 10: The Thoon MindFlayers



By Dave Koo (<https://davidkoo.deviantart.com/>) or (<https://www.artstation.com/davidkoo/profile>)

Appendix 11: Dungeon Master Tips

This adventure is designed for **11th to 16th level characters** and is optimized for five characters with an **average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

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

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storylineseasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. 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 one if they’re outside its level range.

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 Wisdom (Perception), and anything specified as notable by the adventure (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). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown.

These values are updated at the conclusion of the session.

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

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration. 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