

DDAL00-08



LAYERS UPON LAYERS

A Travis Woodall Joint



During the liberation of Szith Morcane, the factions found an unlikely friend in an agent of evil.

Now, that alliance has been put to the test—and the factions are in search of souls brave (or foolish) enough to venture to the mysterious depths of the Feywild in order to uphold their end of the alliance! Grab your planar forks—there's adventuring to be done!

A Four-Hour Adventure for 1st-10th Level Characters.

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ADVENTURE PRIMER

"I could be blindfolded and dropped into the deepest ocean and I would know where to find you. I could be buried a hundred miles underground and I would know where you are."

—Neil Gaiman, *American Gods*

BACKGROUND

Eons ago, the **ARCHFEY, KING WITCHTHORN**, manifested within his glade—a place of terrible beauty and depravity. For a long, long time, he was alone. This all changed when he met the **DRYAD ISHALDRA**—whose beauty and innocence enthralled Witchthorn, but she long resisted his attempts to court her. She would eventually surrender, but not for want of his own beauty or innocence, but rather the hope that she could tame his heart. She couldn't have been more wrong.

Meanwhile, during the incursion of the demon lord **GRAZ'ZT** into the **UNDERDARK**, the **FIVE FACTIONS** brought the imp **PIPYAP** into the fold as a spy and courier. Recently, however, Pipypap has gone missing while on assignment in the **FEYWILD**. In response, a team consisting of a representative of each of the factions was assembled and dispatched to find him: the **GOLDSTAR COMPANY**. To aid them in their search, they enlisted the help of **FEN RADDIK**, a guide based in **TRIBOAR**. Using **SENDING STONES**, they've kept in constant communication with **DARATHRA SHENDREL**, the **LORD PROTECTOR** of Triboar. However, those communications have inexplicably stopped, and Darathra wants to find out why.

EPISODES

The adventure is spread over three to five episodes that takes approximately **four hours** to play. These episodes are initially introduced by a **Call to Action**.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play it over several sessions, consider revisiting the Call to Action.

- **Episode 1: Triboar, Et Al.** En route to the town of Triboar the characters are ambushed by a patrol of orcs and meet a Darathra Shendrel, who asks them to undertake a journey of not-insignificant importance. This is the **Call to Action**.
- **Episode 2: Tip Toe Through the Forest.** Having picked up the Goldstar Company's trail, the characters must follow it into Kryptgarden Forest.

There, the characters meet with xenophobic elves or orcish seers who show them how to find their quarry. This is **Story Objective A**.

- **Episode 3: The Dinner Party.** In the Feywild, the characters finally find the Goldstar Company who are being treated to a glorious feast hosted by King Witchthorn, an archfey. This is **Story Objective B**.

CREEPY AND HORRIFYING

This adventure—specifically **Episode 3: The Dinner Party**—has moments which can be a bit extreme for some players. Please gauge your players' sensitivity to graphic depictions of gore and consider warning them beforehand. If players are sensitive to it, please adjust the adventure accordingly.

EPISODE 1: TRIBOAR, ET AL. (CALL TO ACTION)

Estimated Duration: 1 hour 30 minutes

SCENE A: AMBUSH!

While their reasons are their own, the characters find themselves headed east along the Triboar Trail towards the backwater horse-farming village of Triboar. Along the way, they're ambushed by orcs!

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. About a half-day's travel west of town, the Triboar trail winds through a small forest. The ground here are the same rolling foothills of Triboar, but the forest is dense and is occasionally known to harbor orcs. The Trail is level ground, but the underbrush off the road is dense and thick.

Visibility & Weather. A strong wind blowing in cold from the north, blowing the clouds south through the clear blue sky. In the wooded area it's dimly lit at best and completely dark at worst. The underbrush provides heavily obscures in most areas.

Smells & Sounds. Earth and distant rain. Chittering of birds and small creatures. Characters with a passive Perception of 13 or higher (15 at Tier 2) hear whispered voices (in Orcish) and **aren't surprised** when the orcs attack.

CREATURES & NPCs

A group of **orcs** burst out of the underbrush south of the road. Immediately following, a second group of human **militiamen** charge onto the road from the north, splitting the orcs into two groups—taking one and leaving the other for the heroes:

- **Tier 1:** Three **orcs**
- **Tier 2:** Three **orc red fangs of Shargaas**

ADJUSTING THE SCENE (TIER 1)

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove an **orc**.
- **Very Strong:** Add two **orcs**.

ADJUSTING THE SCENE (TIER 2)

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **red fang of Shargaas**.
- **Very Strong:** Add two **red fangs of Shargaas**.

Objectives & Goals. The **orcs** have been preying on travelers in the area for months and seek to kill the characters and take their possessions. The **militiamen** have been ranging the last tenday, tracking the orcs to quell their activity. They don't attack the characters without provocation.

What Do They Know? The **orcs** don't know that they're being tracked by the **militiamen**. The **militiamen**—Darathra specifically—knows that travelers through the area are in danger and aids the characters at her own peril if need be.

PLAYING THE PILLARS

This section contains guidance from the adventure designer to help you accommodate players who prefer to explore fun ways to utilize the pillars of play in dealing with encounters.

Combat. The orcs rush into battle—preferring shock-and-awe to demoralize their foes. Any red hands of Shargaas use darkness early in the battle, but be careful, their Slayer trait can be devastating when used in conjunction with **darkness**. The other groups stick to themselves—don't worry about their stats, they die when it fits the narrative. If the characters seem like they're going to help the **militiamen**, make it apparent that they can handle themselves in battle.

Exploration. The brush provides excellent cover for the characters and can quickly flummox the orcs—who are unaccustomed to fighting foes demonstrating such tactics. Similarly, this wooded area only extends 50 – 60 feet off the road, so it's possible to circle around the forest and attack the orcs from behind.

Social. The orcs aren't likely to be amicable to parley, but an orc may surrender if defeat seems assured and none of the other orcs can see them raise the white flag.

TREASURE & REWARDS

The orcs carry nothing valuable, but each bears a brand depicting a skull over a crescent moon which a character succeeding on a DC 13 Intelligence (Religion) check identifies as the symbol of Shargaas.

PROCEEDING TO THE NEXT SCENE

While the **militiamen** are thankful of the characters aid in taking care of the orcs, they're cautious; two of the **militiamen** died in the battle. The leader of the group introduces herself as Darathra Shendrel, the Lord Protector of Triboar and its surrounds.

Objectives & Goals. Having completed their task, the **militiamen** want to return to Triboar. **Darathra** has more pressing matters to tend to but can't due to the losses suffered. This is where the heroes come in. She invites the characters to Triboar—specifically to the Northshield House—as her guest.

What Do They Know? She knows that these woods aren't safe, even with these orcs dead; there are likely a dozen or so such groups milling in the foothills nearby. For now, though it's high time to return to Triboar and recuperate from her trekking.

SCENE B: TRIBOAR AND THE NORTSHIELD HOUSE

This establishment is the nicest inn in Triboar—it's clean, quiet, and reasonably priced. For this reason, it's a common respite for travelers. It's owned by Urgala Meltimer, a retired adventurer.

"Come in and sit," an older, ebon-skinned woman says—casting a wary gaze in your direction, "but mind you don't cause any trouble, else I'll set the dogs on ya."

Almost in response to the casual threat, one of three immense mastiffs laying splay-legged in front of the fire roll over to better take advantage of the roaring hearth.

CREATURES & NPCs

An hour or so after arriving, **Darathra** returns with a keg of wine for **Urgala**, the inn's proprietress.

Objectives & Goals. Darathra wants to provide the characters with whatever motivation or information as will convince them to undertake this task.

What Do They Know? **Darathra** knows that the Goldstar Company was sent into Kryptgarden Forest with orders to retrieve persons unknown from the Feywild. They had been maintaining communication with her using a set of *sending stones*. She last heard from them **four** days ago; the group had successfully entered the Feywild with the aid of a local guide, **Fen Raddick** via something called the **Seelie Gate** (which she knows nothing about). She fears the worst and knows that in order for them to be raised from the dead, their bodies must be found in **six days** (ten-day time limit imposed by *raise dead*, less the four days that have already passed). She doesn't know much about the Goldstar Company, but knows who they are:

- **Valthyn.** Harper. Nonbinary high elf.
- **Jon Lund.** Order of the Gauntlet. Male human.
- **Calm Threats.** Emerald Enclave. Female tabaxi
- **Sir Mikkel Steadfast.** Lords' Alliance. Male human
- **Kurgl Fist.** Zhentarim. Male Half-orc

She adds on a personal note that the characters do what they're able to do to bring **Fen Raddick** home. Any character with a passive Insight of 13 or higher notices that her voice catches in mentioning him. If pressed, she reveals that he's a close friend, but nothing further. She describes him as a large, burly man with a round belly and a big bushy beard.

EXPLORING TOWN

The characters have the wherewithal, the town of Triboar is there's to investigate (see *Storm King's Thunder* p.53 for more information). They can purchase whatever equipment that is normally available in town:

- **Horses.** Happy Horse Ranch, The Cart and Coin, Merivold Pony Park (ponies only)
- **Transportation.** The Triboar Travelers
- **Guides.** The Wayfinders Guild
- **Weapons, Armor.** The Lion's Share, Uldinath's Arms, Foehammer's Forge
- **Feed.** Tack and Harness. Ransor's Open Road, Othovir's Harness Shop
- **Inns and Taverns.** Northshield House, The Talking Troll, The Frost-Touched Frog, Six Windows, Everwyvern House
- **Healers Kits.** Apothecary

HIRING A GUIDE

If the characters choose to hire a guide, the Wayfinder's Guild in Triboar is a good place to start. For 2 gp per day, the characters can hire a guide (a **scout**) to lead them to and through Kryptgarden Forest. They anticipate the trip taking at least a tenday and requires half up front. In addition, the guide asks for an equal share of any treasure that the group might obtain along the way. Feel free to create a memorable character that the characters meet in this capacity. Heck, Urgala may even lend the characters one of her hounds to help track the Goldstar Company. Otherwise, here are a few members of the Wayfinders Guild that may be available:

- **Shasha Redtem.** Human female. Loves the drink and is hesitant to leave town without her lucky flask. Confident and capable, but prone to being under-prepared.
- **Rickin Tentoes.** Human male. Lost all of the toes on his right foot to frostbite some time ago and refuses to range in the winter months as a result. Happy-go-lucky and wise.
- **Seamus Raddick.** Human male. Fen's younger brother. Not nearly as experienced as his sibling and grew up constantly in his shadow. Now eager to prove himself.
- **Rory Nickleneck.** Dwarven male. Better in tunnels and the mountains, but still capable in the forest. Takes his cat, Sir Mew, with him wherever he goes. Hates dogs—a lot.

TREASURE & REWARDS

She gives the characters a wooden box containing *spell scrolls of gentle repose*—one for each member of the Goldstar Company and a sixth for Fen Raddick. She also lends each of the characters a fast horse to get them to Westbridge—75 miles to the south.

SCENE C: THE LONG ROAD

The journey to Westbridge takes two and a half days on horseback, but *wind walk*, faster mounts, or other resources speed this up. If the characters arrive after dark, they find the Inn closed to their knocks, but if the characters make enough of a racket, Garl, the proprietor of the Inn grudgingly lets them in to sleep on the floor—it's too late to get a room ready.

CREATURES & NPCs

If the characters ask around, Garl or any of the other villagers can provide information about their quarry.

What Do They Know? The Goldstar Company and Fen Raddik arrived in town just shy of two tenday ago; they bought some provisions and headed west into Kryptgarden Forest. They haven't since returned to Westbridge, but this isn't alarming ("seeing Westbridge once is 'nough reason to not wanna see it again"). The locals have a thousand and one stories about Kryptgarden—most of which end with "...and Ol' Gnawbones ate them all up!" In other words, the locals don't venture into the woods.

The locals have heard of the **Seelie Gate**, but no one in town actually knows anything about it; like everything else in their backwater, secluded lives, their knowledge on the subject is based exclusively on folklore and the rumor mill.

CLAUGIYLIAMATAR, OLD GNAWBONES

This ancient green dragon has resided in Kryptgarden for as long as folks can remember. While she largely keeps to herself, she previously dabbled in politics and criminal matters in Waterdeep and Neverwinter. She rarely bothers with Westbridge, but she can occasionally be seen flying or heard roaring in the distance.

She earned her fearsome nickname due to her preference for flying around with a corpse in her maw.

EXPLORING WESTBRIDGE

This one-inn-village has little to offer beyond the Harvest Inn, Darry's (a modest tavern), a provisioner who stocks any item found in the *Player's Handbook* valued at 25 gp or less, and a number of houses and outlying farms.

CALL TO ACTION

If the characters hired a guide, they provide some insight as to where the Company **may** have gone—likely to High Elm or to Hagsplitter Grotto. The guide says that the two are pretty far apart—since characters are operating under a strict time line, they'll only be able to check out one of the two. Luckily, it happens to be where the Company went.

The characters must enter Kryptgarden Forest, locate the Seelie Gate, and transition into the Feywild. Once there, they are to learn the fate of the Goldstar Company. Should any of the Company's members be dead, *gentle repose* will provide the characters with enough time to return the body to Triboar to be *raised*.

WHICH WAY NOW?

The villagers suggest crossing into the forest at the Verge, a break in the dense trees that traders frequent. Once within the forest, they must learn the location of the Seelie Gate. To do so, they also suggest that the characters visit either High Elm or Hagsplitter Grotto—the two closest settlements. Characters that succeed on a DC 13 Intelligence (History) check that the characters succeed on, recall information about one of the locations, as follows:

- **High Elm.** This elven enclave is located north of the Verge and has existed largely unmolested by outsiders for millennia. As a result, they are hyper-cautious of outsiders.
- **Hagsplitter Grotto.** This orc camp is situated south of the verge. The orcs are a shamanistic tribe, and while they're content to spend their time contemplating the natural world, they emerge when paid enough coin to lend their powers of seeing to others.

Each settlement is approximately a **day and a half** from the Verge and **three days'** travel from one another. Barring magic, it won't be possible for the characters to visit both locations and still make it to the Feywild in time; they'll need to choose one location over the other. Fortunately for the characters, the choice they make happens to be where the Goldstar Company also went. Whew.

EPISODE 2: TIP TOE THROUGH THE FOREST (STORY OBJECTIVE A)

Estimated Duration: 1 hour

SETTING: KRYPTGARDEN

Kryptgarden is an ancient forest—dark and full of malevolence. There aren't many permanent settlements there, and those that do exist are seldom welcome to outsiders.

PREREQUISITES

The characters must complete the **Call to Action** before beginning this episode.

STORY OBJECTIVE A

Navigating the forest, discovering the location of the Seelie Gate, and transitioning into the Feywild is **Story Objective A**. This can be accomplished by visiting either the orcs of Hagsplitter Grotto to the west or the elves of High Elm to the north.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The forest is vast and dark. The ground is hilly and lined with gullies, valleys, and pits. The few game and trade trails that exist are treacherous with exposed roots, stones, and other hazards that would trip the unwary. Traveling while mounted is more or less impossible, and larger animals are at constant risk of injuring themselves.

Trees. Trees, trees everywhere. The wood is densely forested with trees that are likely older than most living creatures in Faerûn—their branches old and gnarled. The canopy is thick and nigh-impenetrable everywhere. If you've seen the *Lord of the Rings*™ movie trilogy, Kryptgarden very much resembles Fangorn Forest—a dark, foreboding, and ancient forest into which man doesn't venture without very, very good reason.

Lighting. In most places, the canopy is so thick that the area is heavily obscured. Dimly lit areas exist, but are uncommon, and the only breaks in the canopy in the area are at High Elm and Hagsplitter Grotto. There the area is brightly lit.

Sounds & Smells. Rotting vegetation and animal carcasses, flowering plants, animal dung, and fresh-turned earth. The rustle of leaves and the creaking of branches blowing in the wind, and deathly silence punctuated by cracking sticks and low animal growls. Occasionally, the distant roar of an immense creature silences all other signs of life in the area.

SCENE A: THE VERGE

The Goldstar Company rested here before their fateful trip into the forest. Anyone investigating the fire pit notices that it's been disused for some time—rain has washed away most of the ashes that remained when the last fire burnt out.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The Verge is a trampled grassy area centered with a seldom-used fire pit lined with stones and circled by a few felled logs. Kryptgarden looms like a wall about 30 feet to the north, the trail disappearing into the darkness.

Crumpled Paper. A character with a passive Perception of 13 or higher notices something white tangled up among the taller grasses on the edge of the clearing. If the characters don't see it, their guide (if they employed one) finds it with a nonchalant "hrm...here's a thing." Examining it reveals a crumpled up sheet of paper partially covered with spidery—something a character that succeeds on a DC 8 Intelligence (Arcana) check identifies as a *spell scroll*—at least one that was in the process of creation when the creator made an amateur mistake, ruining it. If the check succeeds by 5 or more, the character identifies the spell as a *locate creature* that appears to have been in the process of being modified on the fly to extend its range.

DM NOTE: Valthyn had been attempting to scribe the spell scroll since leaving Triboar. However, the task proved to be too much for the wizard without her library, and the ruined scroll represents her final attempt which she threw away in frustration.

WHICH WAY NOW?

The trail winds into the dark forest for about 50 feet before ending in a fork. A tree at the fork has two planks nailed to it: the first points to the left (west) and is labeled "*Hagsplitter Grotto*" and the second points to the right (north) and is labeled "*High Elm*." If the characters go **left** towards Hagsplitter Grotto, proceed to **Scene B1**. If they instead go **right** towards High Elm, proceed to **Scene C1**. Due to time constraints, the characters are able to visit one of these locations if they're make it in time.

SCENE B1. HAGSPITTER GROTTO

As estimated, the journey west takes a day and a half. Soon, the choking smell of wood smoke and feces carries on the wind and the trail eventually opens to a massive clearing in the middle of the forest—completely razed of trees.

AREA FEATURES

The area has the following features:

Dimensions & Terrain. Hagsplitter Grotto is located in a wide, muddy clearing. None of the forest's trees remain here. The only thing in the clearing besides mud is a large hill in the center.

Palisade. A wall of sharpened wooden spikes surrounds the settlement and winds up the hill in a spiral to an open area among which are nestled a number of huts. Climbing the hill is difficult thanks to the foul, slick mud. While the characters are eventually able to reach the top, any creature that fails a DC 11 Dexterity saving throw is covered in mud from the multiple times they fell in the process.

Huts. Two dozen wooden huts sit inside the protective wall. Their roofs are made of tanned hide with holes at their peaks, from which issues streams of oily black smoke. The huts are laid out in concentric circles around an immense fire pit, surrounded by logs benches.

Light & Weather. A thick blanket of smoke hangs over the grotto. The air is stagnant, and the smoke traps the sun's heat. As a result, the air is hot and burns the throat. The area is brightly lit during the day and everywhere but the clearing atop the hill is completely dark during the night.

Sounds and Smells. Shouting, chanting, chopping wood, crackling fires, squelching footfalls in thick mud. Wood smoke, burnt hair, feces.

CREATURES & NPCs

Hagsplitter is home to a dozen-and-a-half **orcs**, none of which are surprised to see the characters—as if their arrival was planned a month in advance. An ancient orc named **Guurl** is the wisest among them.

Objectives & Goals. The **orcs** here are content to languish in their filth and spend their waking hours in an intoxicated stupor—staring into the fire or drawing strange symbols in the mud with a stick. After speaking to the characters and confirming that they're looking for the Seelie Gate, **Guurl** wishes to show them how they can find it.

What Do They Know? The **orcs** know a great deal about random, seemingly trivial things (what a child in Waterdeep is having for lunch, the morning rituals of a Turmish merchant in Alaghôn, how many times one of the characters lied, etc.).

SCENE B2. SIGHT BEYOND SIGHT

Guurl eventually grows bored of his conundrums and offers to show the characters how to find the Seelie Gate, but doing them no favors by saying that “they already know, but he'll help them remember,” and other such nonsensical things. He bids the characters join him in his tent and closes the flap.

THE VISION

Guurl's tent is spacious inside, but definitely not clean. There is a small wooden cot, a rusty iron bucket filled with scummy murky water (at least it smells like water), and an iron brazier in the center circled by a number of wooden stools equal to the number of characters in the group. Once all of the characters are seated, Guurl draws a handful of grey powder from a pocket and hurls it into the brazier's flame. The flame roars to life and begins to fill the tent with thick, oily black smoke.

The smoke quickly begins to well at the top of the tent (the characters now realize that Guurl's tent doesn't have the same hole in the top that the others have—the smoke has no where to go. Deeper and deeper the smoke gets until it eventually fills the tent. Upon breathing the smoke, all of the characters' mucus membranes explode in a disgusting mess of snot, saliva, and tears. And then the visions begin...

The world around the characters grows pale and gray, and their forms silvery and indistinct, with a tendril of silver extends to their bodies they're now floating away from. They ascend high and higher until the entirety of Kryptgarden Forest spreads out beneath them. In the distance, they see a twinkling mote of scintillating color. The characters begin moving towards the mote of light, slowly at first as they descend into the forest; picking up speed as they pass distinct landmarks:

- A lightning-struck tree marks a fork in the road.
- A crumbling stone bridge crosses a dry creek bed.
- A blighted area of the forest, devoid of greenery
- A large moss-covered boulder

Finally, the characters fly to a sudden halt in a large courtyard, open to the night sky above and circled by ruined stone and wooden buildings. In the center of the courtyard is an archway of worked stone overgrown with flowering vines. Without warning, they feel a tugging and they fly backwards past the same landmarks. Drawing closer to the Grotto, they see Guurl—a number of silvery tendrils in his arms as if he were reeling in a number of large fishes. The characters awaken to find Guurl fanning the smoke out of his tent with a smug look on his dumb, dirty face.

SCENE C1: A WARNING MOST DIRE

An hour's travel before High Elm, the characters approach secret markers that delineate the border of what the elves consider their domain. If the characters fail to notice the trail marker, the encounter proceeds in a manner determined by whether or not the characters hired a guide.

AREA FEATURES

The area has the following features:

Dimensions & Terrain. The path here is particularly narrow and surrounded on both sides by dense undergrowth and rocky outcroppings.

Lighting & Weather. The canopy partially filters out the sun's rays, dimly lighting the area.

Trail Markers. A pile of rocks is nestled in the crook of a nearby tree—clearly evident that they've been placed intentionally as some sort of trail marker. Noticing the marker requires no check but discerning its meaning requires a successful DC 11 Wisdom (Survival) check. If the characters brought along a guide, the guide automatically succeeds on this check if none of the characters do. The trail marker is of wood elf use and means:

"Stop. Disarm."

CREATURES & NPCs

Unknown to the characters, they're being followed by a dozen elf **spies** (**master thieves** at tier 2). The leader of the group is named **Immeral**. None of the elves reveal themselves unless all of the characters place their visible weapons on the ground and raise their arms above their heads. Detecting the elves' presence requires a successful DC 19 Wisdom (Perception) check, made at disadvantage due to the terrain and heavy undergrowth.

Objectives & Goals. The elves' primary goal is to deter the characters from visiting High Elm and to gauge the danger they pose to the settlement if they insist on doing so. If the characters react violently to the elves, the elves attack. **Immeral** answers no questions that the characters have; they wait until arriving in High Elm before entertaining any.

What Do They Know? The Goldstar Company passed through the area twelve days ago. They stopped in High Elm for supplies but left without incident; they were permitted to stay the night but told to leave the following day. The Company revealed that they were headed to the Seelie Gate and disregarded the elves' warnings not seek it out. Fen Raddick was with them; he's respected among the elves, but the elves thought his plan foolish.

SCENE C2: HIGH ELM

After an hour's travel with Immeral and the elves, the characters arrive in High Elm.

AREA FEATURES

The area has the following features:

Dimensions & Terrain. High Elm is nestled in a mostly flat glade with a few rolling hillocks, covered in soft, green grass. The glade is largely devoid of trees, except for the huge tree from which High Elm draws its name—an 80-foot trunk that extends high into the air. A ramp winds around the trunk of the tree to a network of huts connected by rope bridges.

Lighting & Weather. The open canopy provides bright light during the day, and dim at night.

EXPLORING HIGH ELM

There are no shops, inns, or taverns, but the elves permit visitors to sleep at a lower landing of the winding ramp—provided they surrender any weapons and any spell components.

CREATURES & NPCs

The village houses approximately fifty elves (mostly **commoners**)—all led by **Immeral** who resides in the uppermost hut in the tree. Immeral, or any of the other elves, provides the following if asked:

- A group of adventurers passed through about a tenday ago for food and rest.
- There were six of them and they seemed to be in high spirits. They stayed for two days resting and trading before heading west.
- Their guide, Fen Raddik, is known to the elves of High Elm (a nearby elf child squeals with joy at the mention of the name—puffing out his cheeks and belly in a silly impression of an overweight man).

The elves direct any questions about the Seelie Gate to Immeral; they refuse to speak of it.

- The Seelie Gate is an ancient portal that leads to the Feywild. The other elves are forbidden to speak of it with outsiders.
- Immeral is reluctant to tell the characters where the Gate is, but if they're persistent enough, they offer to tell the characters where it is—at a price.
- They draw a handful of acorns from a pouch and tells the characters they'll tell them only if each and every one of them swallows one. They reveal nothing about the acorn, saying only:

"The implications of knowing the location of the Seelie Gate's are far more dangerous than anything this simple acorn could possibly do to you."

SCENE D: THE SEELIE GATE

Provided that they learn the route from the elves or orcs, the journey to the Seelie Gate is uneventful (and if the characters visited Hagsplitter Grotto, they see all of the landmarks from their vision). As they draw closer, the sun wanes overhead (regardless of the actual time). Eventually the characters arrive in a large courtyard—open to the starry night sky above.

AREA FEATURES

The area has the following features:

Dimensions & Terrain. The ground of this 100-foot wide courtyard is cobbled stone between which thick grass has grown. A dozen crumbled buildings circle the courtyard; their once-elegant wooden and stone arches and rooves having collapsed long ago. In the center of the courtyard is a stone arch.

Lighting & Weather. Although it's night, the area is well lit from the stars and moon hanging in the cloudless sky.

The Seelie Gate. This arch of plain, featureless stone is overgrown with flowering vines. Upon closer inspection, the faded and weathered remains of carved words can be seen—though they can no longer be discerned. There is no visible effect in the gate; no curtain of light or rippling field of water that would otherwise indicate that it's anything but a stone arch. Even the far side of the Gate looks normal when viewed through the it. Any creature that passes through it, however, disappears—transported to the Feywild.

EPISODE 3: THE DINNER PARTY (STORY OBJECTIVE B)

Estimated Duration: 1 hour 30 minutes

SETTING: THE FEYWILD

The Twilight Realm is a mirror of the Material plane—a place of vibrant color and terrible danger.

PREREQUISITES

This episode can't be pursued until the characters enter the Seelie Gate at the end of **Episode 2**.

STORY OBJECTIVE B

Discovering the fate of the Goldstar Company and returning them to Faerûn is **Story Objective B**.

AREA FEATURES

The area has the following features:

Dimensions & Terrain. The forest here is largely the same—hilly, with occasional grassy plains and great ravines, but covered with dense tree growth covers it all the same. The trees here aren't gnarled and dark like they appear in the Material plane; here they are graceful—with smooth bark and vibrant, green leaves. Traces of luminescent moss line the underside of the branches, shedding dim blue, pink, and green light on the ground beneath their boughs.

Lighting & Weather. The air is cool and still—like a pleasant summer's evening. The area is dimly lit from the light of an unseen moon, patches of light shed by luminescent moss and flowers, and the occasional firefly. The characters' footfalls agitate the moss and grass underfoot—leaving briefly illuminated footprints in their wake.

Smells & Sounds. The forest teems with the sounds of life—the chirping of insects, songs of birds, and even the whispering of unseen creatures. The air is heavy with the smell of flowers, fresh rain, and other sweetnesses. Distant song and pipe smoke linger faintly in the air.

Memory Loss. The characters must make a DC 10 Wisdom saving throw at the **end of each rest** spent in the Feywild (see *We've Been Here How Long?*!). Those with the Fey Ancestry trait automatically succeed on this saving throw. Consider rolling this saving throw in secret—passing a note to affected characters if they fail the roll. A creature that fails the saving throw remembers nothing from its time spent in the Feywild—even forgetting why it came to be there in the first place. If successful, the creature's memories remain intact but are a little hazy. In addition, creatures who fail such a saving throw obtain a random feature from the table, below. Any spell that can end a curse can restore the

creature's lost memories, but the results of the Fey-Touched Features table are permanent.

FEY-TOUCHED FEATURES

d10	Feature
1	Your eyes become complete black
2	Your ears become pointed and elongated; if already pointed, tufts of fine, hair sprout from the tips
3	Your hair is replaced with leaves
4	Your skin turns bluish-white
5	Your fingers/thumbs elongate and gain another phalange/phalanx
6	Your teeth become pointed—like a shark's
7	Your hair turns an unusual shade of blue, green, or purple
8	Your nose flattens to resemble a goat's
9	Your arms become disproportionately long
10	You gain the flaw "I speak only in rhyme."

THE ACORN OF FORGETFULNESS

While this isn't the name of the acorn given to the characters by the elves of High Elm (assuming the characters learned of the Gate's location from them), it should be.

Upon entering the Feywild, the characters forget everything about the Gate. Even more distressing, the Gate is forever invisible to them—as if the magic of the acorn has rendered it utterly nonexistent to them. This poses a larger problem because it makes returning to the Material Plane rather problematic. In this instance, the only sure-fire way back is via Valthyn, the elven wizard, who can cast *plane shift* and has a planar fork attuned to the Material. The only limitation is that they're unwilling to do so until Witchthorn releases the Goldstar Company from his enchantments.

PROCEEDING TO THE NEXT SCENE

Traveling through the Feywild is easy; it's not much different than the Material plane—however, it's a bit more distracting. The characters walk for hours (if they entered by way of Hagsplitter Grotto, they pass a number of distinct—and familiar—landmarks).

Eventually, snow begins to fall, lightly at first, but soon with greater intensity. It doesn't get colder, however; it just grows only slightly chilly. Within an hour, the characters find themselves trudging through soft, thigh-deep snow drifts. In conjunction, the night sky grows darker until only the smallest sliver of moonlight is visible above the trees.

Finally, after what seems like a day and a half of travel, the characters enter a broad clearing...

SCENE A: GORETHORN DELL

The characters eventually arrive in Gorethorn Dell.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The dell is an 80-foot diameter clearing in the middle of a vast expanse of snowy forest, ringed by trees. A few trees and shrubs are scattered tastefully about, but the only other features are four exquisitely carved statue and an immense table made of strange, purple wood.

Lighting & Weather. The area is brightly lit, not just from the moon or stars, but from colorful paper lanterns strung around the perimeter of the clearing. The air is cool, but somehow not uncomfortable.

Statues. From a distance, the statues depict beautiful fey creatures in suggestive poses. Closer examination, however, reveals that their faces are struck with fear and their fingers curled in terror.

Table. The table is made of Morcant Burl, a rare hardwood, and is set with a satin table cloth and crowded with various dishes of precious metals and delicate china—all containing various types of wondrous food: fruit, delicate meats, and sweet cakes. Pitchers of wine and beer are spread around the table, surrounding a golden platter bearing a roast pig with crispy, golden skin and a huge red apple in its mouth. Go overboard with the description of this place; it should be amazing, opulent, and fantastic in every sense of the word.

CREATURES & NPCs

The six members of the **Goldstar Company** is here, enjoying the feast while the host, **King Witchthorn** sits at the opposite end of the table, his consort Ishaldra (a **dryad**) to his left and Pipyap (an **imp**) to his right. The imp has tied the table cloth around his neck as he ravenously shovels food into his gullet.

Objectives & Goals. The **Goldstar Company** is wants to retrieve Pipyap but are indulging the King's offer of hospitality. They don't want to leave the table until they've had their fill (which will never happen as the nature of this place precludes it).

Pipyap is having the time of his life and won't leave so long as food still remains on the table. **King Witchthorn** wants to trap as many unwitting victims in his domain as he can and encourages the characters to sit and eat—it'd be rude to decline such an offer! **Ishaldra** is terrified of what Witchthorn is capable of and wants the others to leave but dares not speak out against him.

What Do They Know? Both **Witchthorn** and **Ishaldra** know that the food here is enchanted and

laden with illusory magic—any mortal tasting it risks falling under Witchthorn's spell. They also know that the pig is actually the **mutilated carcass of Fed Raddick** but don't reveal this. Ishaldra knows that the King will only allow his guests to leave if he is defeated or if someone volunteers to stay behind forever—a punishment worse than death. The **Goldstar Company** doesn't know where Fen is ("the last I remember, he passed through the Gate with us...odd"). They only know that they've found who they came to find (Pipyap), and just want to finish their meal before they leave. And due to the manner in which time moves here, only an hour has passed since they've started their meal. **Pipyap** knows that doesn't give a wet slap about anything but eating.

PLAYING THE PILLARS

This section contains guidance from the adventure designer to help you accommodate players who prefer to explore fun ways to utilize the pillars of play in dealing with encounters.

Combat. Witchthorn demonstrates no mercy in combat; he is filled with terrible, feral rage at the rudeness of those who would dare attack him in his own house. Ishaldra hides under the table (the carcass of her tree) in terror and casts *goodberry* on her first turn—attempting to press them onto the nearest character before using *Tree Stride* to teleport from the table to one of the outlying trees. The Goldstar Company continues to eat unless the feast's illusions have been dispelled (**The Terrible, Terrible Truth**), in which case they are overwhelmed with horror—incapable of thought.

Exploration. The table and its contents radiate powerful enchantment and illusion magic. Seeing through the illusion requires physical interaction and a DC 15 Wisdom saving throw (eating imposes **disadvantage** on the save).

Social. Witchthorn is a graceful host and the epitome of politeness. however, he doesn't suffer slights with dignity and is prone to shocking outbursts. The longer the characters refuse his hospitality, the angrier he grows. He refuses to let the Goldstar Company and Pipyap leave unless one of the characters promises to remain in the Dell...forever.

THE TERRIBLE, TERRIBLE TRUTH

Should Witchthorn grow bored of the characters' stalling or if he's attacked, he dispels the illusions and enchantments laid over the feast: large apples are still-beating hearts; a bowl of grapes is actually a pile of oozing eyeballs; the wine actual blood, etc. What's worse, is that the great roast pig is actually the butchered carcass of Fen Raddick, dried blood soaking his bushy beard and his great round belly carved open—his innards draped across the table like thick, bloody ropes. When revealed, the Goldstar Company hurls themselves away from the table in horror and disgust. Pipyap continues to eat.

WRAP-UP: THE WALK OF SHAME

How the scene resolves itself depends on the characters' actions and Witchthorn's response. The most common situations are:

Witchthorn Is Defeated in Combat. If the one side attacks the other and Witchthorn is defeated, Ishaldra pleads with the character dealing the killing blow to spare his life—she would rather deal with his cruelty than live alone in his dell for the rest of time. Regardless of whether or not they heed her request, the characters are free to leave the dell with the Goldstar Company, Pipyap, and if they remember, the body of Fen Raddick.

I Volunteer as Tribute! If neither side resorts to violence and one of the characters volunteers to stay behind, Witchthorn dispels the enchantments illusions lain over his feast and basks in the assembled quests' shock and horror. The characters are free to leave the dell with the Goldstar Company, Pipyap, and if they remember, the body of Fen Raddick—all except the character that elected to remain behind. The character that remains behind spends the next year in Witchthorn's company, subjected to cruel manipulations beyond description. On the three-hundred and sixty-sixth day, Witchthorn, having grown bored of the character, releases them from their vow. As a result of their time in Gorethorn Dell, the character gains a Fey-Touched Feature (Episode 3, Setting: The Feywild) and a flaw determined at random below:

GORETHORN FLAW

d10	Feature
1	The sight of blood sends me into a rage
2	I cower at the sound of birdsong
3	I have seen death. Nothing compares to it.
4	I speak of the terrible things I've seen in gruesome detail to random strangers
5	I am terrified of the fey—no matter how cute
6	I lie constantly and for no rational reason
7	I drink to forget the horrors of the Feywild
8	I am terrified of children
9	My sleep is plagued with terrible dreams
10	I can't take anything seriously. The more serious the situation, the funnier I find it.

RETURNING TO TRIBOAR

Once the characters return to Triboar, Darathra is grief struck to hear of Fen's death, and weeps loudly and forlornly at the sight of his mangled body. Nevertheless, she thanks the characters for their service and gifts each of them with a *spell scroll of raise dead* and a *potion of healing* (*potion of greater healing* at tier 2).



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 CHECKPOINTS

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

- **Story Objective A:** Locate the Seelie Gate
- **Story Objective B:** Rescue the Goldstar Company

This adventure may also contain **bonus objectives**. Each of these objectives are provided in a separate file and provide individual reward guidance.

PLAYER REWARDS

The characters earn the following player rewards for **completing the adventure**:

MAGIC ITEM UNLOCK

Characters completing adventure's **main objective** unlock this magic item.

Boots of False Tracks. These thick-soled boots are made of supple black leather. When used to leave false tracks, the tracks they leave are filled with fresh blood—as if the creature leaving them were grievously wounded. This item can be found in **Appendix 6**.

Sending Stones. Instead of only two stones, there are three stones in this set. Each is crafted from a small, polished river stone, inscribed with a strange sigil. Their use is not without risk, however. Each time the stones are used, there is a 1-in-10 chance that the message is overheard by Witchthorn who, in turn twists or otherwise distorts the message—preferably in a way to put any listeners in peril. This item can be found in **Appendix 6**.

DM 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 other rewards listed above.

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: NPC SUMMARY

The following NPCs are featured in this adventure:

- **Darathra Shendrel** (*duh RAH thruh shen DREL*).

The Lord Protector of Triboar, Darathra is a no-nonsense woman, willing to lay her life on the line for what she believes in. She is a vintner in her spare time.

Personality: *"I believe in something bigger than I."*

Ideal: *"Good people should be free of tyranny."*

Bond: *"I'll die to protect Triboar and her citizens."*

Flaw: *"I refuse to back down; I push back."*

- **Urgala Meltimer** (*err GALL uh MELT ih mer*).

Urgala was an adventure for some time before retiring and settling in Triboar, but if her experiences taught her anything, it's that adventurers can't be trusted.

Personality: *"I have taken to retirement well."*

Ideal: *"Violence is often necessary for survival."*

Bond: *"Threaten my home, and I'll bury you."*

Flaw: *"I know adventures, and I don't trust them."*

- **Guurl** (*GIRL*). This orc seer bears all of the symptoms of years of hard abuse of hallucinatory herbs and unguents. He's forgetful and typically forlorn. He finds comfort only in his visions.

Personality: *"All we are is dust in the wind."*

Ideal: *"To see is to know; to know is to fear."*

Bond: *"We are all brothers in insignificance."*

Flaw: *"Years of 'seeing' has taken its toll."*

- **Immeral** (*IMM err uhl*). The leader of High Elm, this elf ranger knows that the only thing between his village's safety and its destruction is the distrust of outsiders.

Personality: *"I'm the only one capable of leading."*

Ideal: *"I alone am wiling to make the hard choices."*

Bond: *"Outsiders aren't to be trusted."*

Flaw: *"I seldom take counsel from my own people."*

- **King Witchthorn**. An ancient archfey of terrible power, Witchthorn plays the part of gracious host with ease. However, behind his charismatic smile is a black heart that exists only to inflict suffering upon others.

Personality: *"I rule a realm of terrible beauty."*

Ideal: *"All should bow before me."*

Bond: *"I don't take kindly to be told no..."*

Flaw: *"I am a slave to beauty in all its forms."*

- **Princess Ishaldra**. Princess Ishaldra once resided within the Quivering Forest along with her bound

treant. However, she willingly joined Witchthorn in the Feywild. Once there, Witchthorn slew her treant. Normally, this would cause the bound dryad to descend into madness. The Feywild, however, has staved off that curse—but only so long as she resides there. In his cruelty, Witchthorn fashioned the great table in the middle of his dell from the treant's body.

Personality: *"I'm doomed to an eternity of misery."*

Ideal: *"Eternity is a long time to suffer."*

Bond: *"Witchthorn may be bad, but he's all I have."*

Flaw: *"I am prone to fits of consuming sorrow."*

- **Pipyap**. Pipyap is a mischievous imp (and once familiar) of Halvin Graingle. Since Halvin's death, however, he took a liking to the Material plane, and is loath to go back to the Nine Hells—taking in with whomever he thinks will be able to keep him out of trouble. He's a glutton and known for eating just about anything he can get his hands on.

Personality: *"I love the Material plane! It's great!"*

Ideal: *"The Nine Hells are literally the worst."*

Bond: *"You should try this!"*

Flaw: *"I'm a sucker for a tasty morsel."*

APPENDIX 2: CREATURE STATISTICS

ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (–2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

ORC RED FANG OF SHARGAAS

Medium humanoid (orc), chaotic evil

Armor Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	16 (+3)	15 (+2)	9 (–1)	11 (+0)	9 (–1)

Skills Intimidation +1, Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 3 (700 XP)

Cunning Action. On each of its turns, the orc can use a bonus action to take the Dash, Disengage, or Hide action.

Hand of Shargaas. The orc deals an extra 2 dice of damage when it hits a target with a weapon attack (included in its attacks).

Shargaas's Sight. Magical darkness doesn't impede the orc's darkvision.

Slayer. In the first round of a combat the orc has advantage on attack rolls against any creature that hasn't taken a turn yet. If the orc hits a creature that round who was surprised, the hit is automatically a critical hit.

ACTIONS

Multiattack. The orc makes two scimitar or dart attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage.

Veil of Shargaas (Recharges after a Short or Long Rest). The orc casts *darkness* without any components. Wisdom is its spellcasting ability.

KING WITCHTHORN (TIER 1)

Large fey, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +6, Cha +6

Skills Acrobatics +6, Deception +6, Perception +5
Stealth +6

Damage Resistances bludgeoning, piercing, and
slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages All

Challenge 5 (1,800 XP)

Changing Seasons. At the beginning of each of Witchthorn's turns, his emotional state changes and he assumes a random season: 1: spring (joyous), 2: summer (anger), 3: autumn (peaceful), or 4: winter (sorrowful).

Legendary Resistance (3/day). If Witchthorn fails a saving throw, he makes it instead.

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

ACTIONS

Multiattack. Witchthorn makes two melee or ranged attacks and either uses Seasonal Blessing or Fey Step.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Thorn. *Melee Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Seasonal Blessing. Witchthorn unleashes an effect determined by his current season:

- **Spring.** Witchthorn regains 14 (4d6) hit points.
- **Summer.** Witchthorn makes an attack.
- **Autumn.** One creature Witchthorn can see must succeed on a DC 14 Wisdom saving throw. If it fails, the creature's next attack made against Witchthorn is made with disadvantage.
- **Winter.** One creature within 30 feet of Witchthorn must succeed on a DC 14 Constitution saving throw or take 7 (2d6) cold damage and be restrained. A creature takes half as much damage and isn't restrained if successful.

Fey Step. Witchthorn magically teleports up to 30 feet to an unoccupied space he can see. His fey step gains an additional effect based on its current Season:

- **Spring.** Instead of teleporting when he uses its Fey Step, two creatures Witchthorn can see trade places.
- **Summer.** Immediately after using his Fey Step, each creature of Witchthorn's choice within 5 feet takes 7 (2d6) fire damage. A successful DC 14 Dexterity saving throw reduces this damage by half.
- **Autumn.** Immediately after using his Fey Step, two creatures within 5 feet of Witchthorn must succeed on a DC 14 Intelligence saving throw or be overcome with laughter and fall prone. The creature can't stand up until the end of Witchthorn's next turn.
- **Winter.** Immediately after using his Fey Step, two creatures within 5 feet of Witchthorn that he can see must succeed on a DC 14 Wisdom saving throw or be frightened until the end of Witchthorn's next turn.

LEGENDARY ACTIONS

Witchthorn 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. Witchthorn regains spent legendary actions at the start of his turn.

- **Charging Attack.** Witchthorn makes a claw attack.
- **Sudden Compulsion.** One creature that can hear Witchthorn must succeed on a DC 16 Wisdom saving throw or use its reaction to move its speed towards Witchthorn or make a melee or ranged attack against a creature of Witchthorn's choice.
- **Sudden Squall (costs 2 actions).** Witchthorn uses an action associated with a season other than that which he has currently assumed.
- **Thorn Spray (costs 3 actions).** Witchthorn makes a Thorn attack against each creature he can see.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this creature:

- **Very Weak:** Witchthorn has neither legendary actions nor Multiattack but may use Fey Step as a bonus action (**Recharge 5, 6**); his hit points are reduced to 59
- **Weak:** Witchthorn can't use Multiattack but may use Fey Step as a bonus action (**Recharge 5, 6**).
- **Strong.** Witchthorn's hit points are increased to 93.
- **Very Strong:** Witchthorn makes three attacks with his Multiattack; his hit points are increased to 93.

KING WITCHTHORN (TIER 2)

Large fey, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	19 (+4)	14 (+2)	14 (+2)	19 (+4)

Saving Throws Dex +9, Cha +8

Skills Acrobatics +8, Deception +8, Perception +6, Stealth +9

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages All

Challenge 10 (5,900 XP)

Changing Seasons. At the beginning of each of Witchthorn's turns, his emotional state changes and he assumes a random season: 1: spring (joyous), 2: summer (anger), 3: autumn (peaceful), or 4: winter (sorrowful).

Legendary Resistance (3/day). If Witchthorn fails a saving throw, he makes it instead.

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

ACTIONS

Multiattack. Witchthorn makes two melee or ranged attacks and either uses Seasonal Blessing or Fey Step.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) slashing damage.

Thorn. *Melee Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage.

Seasonal Blessing. Witchthorn unleashes an effect determined by his current season:

- *Spring.* Witchthorn regains 21 (6d6) hit points.
- *Summer.* Witchthorn makes an attack.
- *Autumn.* One creature Witchthorn can see must succeed on a DC 16 Wisdom saving throw. If it fails, the creature's next attack made against Witchthorn is made with disadvantage.
- *Winter.* One creature within 30 feet of Witchthorn must succeed on a DC 16 Constitution saving throw or take 21 (6d6) cold damage and be restrained. A creature takes half as much damage and isn't restrained if successful.

Fey Step. Witchthorn magically teleports up to 30 feet to an unoccupied space he can see. His fey step gains an additional effect based on its current Season:

- *Spring.* Instead of teleporting when he uses its Fey Step, two creatures Witchthorn can see trade places.
- *Summer.* Immediately after using his Fey Step, each creature of Witchthorn's choice within 10 feet takes 14 (4d6) fire damage. A successful DC 16 Dexterity saving throw reduces this damage by half.
- *Autumn.* Immediately after using his Fey Step, two creatures within 5 feet of Witchthorn must succeed on a DC 14 Intelligence saving throw or be overcome with laughter and fall prone. The creature can't stand up until the end of Witchthorn's next turn.
- *Winter.* Immediately after using his Fey Step, two creatures within 5 feet of Witchthorn that he can see must succeed on a DC 16 Wisdom saving throw or be frightened until the end of Witchthorn's next turn.

LEGENDARY ACTIONS

Witchthorn 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. Witchthorn regains spent legendary actions at the start of his turn.

- **Charging Attack.** Witchthorn makes a claw attack.
- **Sudden Compulsion.** One creature that can hear Witchthorn must succeed on a DC 16 Wisdom saving throw or use its reaction to move its speed towards Witchthorn or make a melee or ranged attack against a creature of Witchthorn's choice.
- **Sudden Squall (costs 2 actions).** Witchthorn uses an action associated with a season other than that which he has currently assumed.
- **Thorn Spray (costs 3 actions).** Witchthorn makes a Thorn attack against each creature he can see.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this creature:

- **Very Weak:** Witchthorn's attacks deal 18 damage each.
- **Very Strong:** Witchthorn makes three attacks with his Multiattack.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

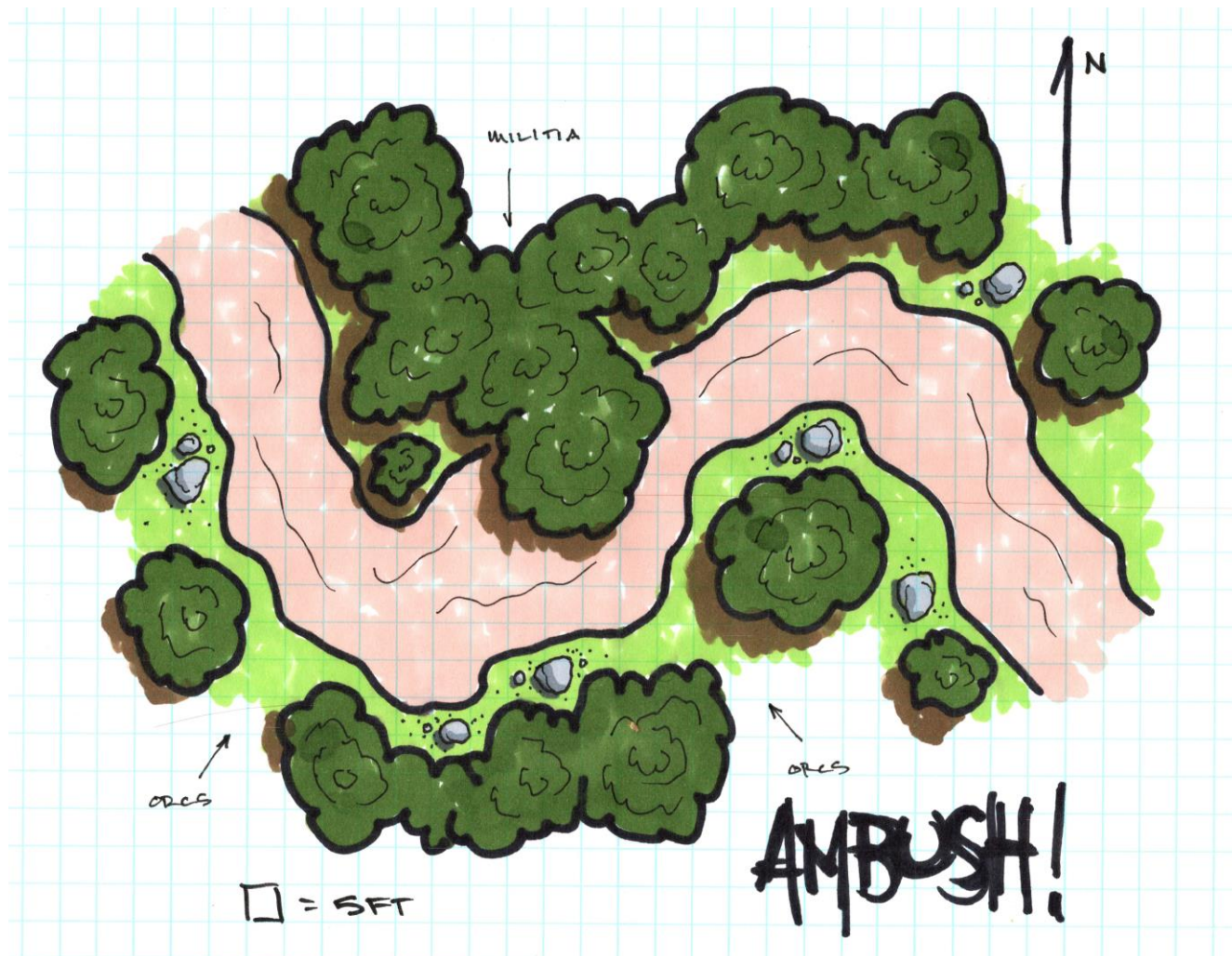
Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

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

APPENDIX 3: AMBUSH! MAP



APPENDIX 4: GORETHORN DELL MAP



APPENDIX 5: KING WITCHTHORN (PLAYER HANDOUT)



APPENDIX 6: MAGIC ITEM

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

BOOTS OF FALSE TRACKS

Wondrous item, common

Only humanoids can wear these boots. While wearing the boots, you can choose to have them leave tracks like those of another kind of humanoid of your size. This item costs **2 treasure checkpoints** and can be found in *Xanathar's Guide to Everything*.

These thick-soled boots are made of supple black leather. When used to leave false tracks, the tracks they leave are filled with fresh blood—as if the creature leaving them were grievously wounded.

SENDING STONES

Wondrous item, uncommon

Sending stones come in pairs, with each smooth stone carved to match the other so the pairing is easily recognized. While you touch one stone, you can use an action to cast the *sending* spell from it. The target is the bearer of the other stone. If no creature bears the other stone, you know that fact as soon as you use the stone and don't cast the spell. Once *sending* is cast through the stones, they can't be used again until the next dawn. If one of the stones in a pair is destroyed, the other one becomes nonmagical. This item can be found on **Magic Item Table C** in the *Dungeon Master's Guide*.

Instead of only two stones, there are three stones in this set. Each is crafted from a small, polished river stone, inscribed with a strange sigil. Their use is not without risk, however. Each time the stones are used, there is a 1-in-10 chance that the message is overheard by Witchthorn who, in turn twists or otherwise distorts the message—preferably in a way to put any listeners in peril.

APPENDIX 7: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 1st-10th level characters** and is optimized for **five characters with an average party level (APL) of 3 or 8**. Characters outside this level range can't participate in this adventure.

While this adventure has two tiers of play, the entire group must be either tier 1 or tier 2—the adventure **can't** be run with a mixed tier group.

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

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