



UNINVITED GUESTS

The Shrine of the Axes has been restored and Ragnar Redtooth, who previously conspired with dragon cultists, is trying to restore his reputation in Parnast by sponsoring a feast. There is just one thing he needs, meat for his feast. Game is supposed to be plentiful in the Weathercote Wood, but the townsfolk are all busy with their own work, and the minions of Bad Fruul are still out there causing trouble. What can go wrong on a simple hunt?

A Two-Hour Adventure for 1st-4th Level Characters



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DDAL05-03 Uninvited Guests

INTRODUCTION

Welcome to *Uninvited Guests*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Storm King's Thunder*™ storyline season.

This adventure is designed for 1st through 4th-level characters, and is optimized for five 3rd-level characters. Characters outside this level range cannot participate in this adventure.

The adventure takes place in the village of Parnast before moving to the Weathercote Woods and the Lonely Moor.

THE D&D ADVENTURERS LEAGUE

The D&D Adventurers League™ is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (if they have one). In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time or see the need to do so, 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 Player's 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. Alternatively, 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 THE ADVENTURE

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. These adjustments are not required, nor are you bound to the suggestions made by the adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five <MID>-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

RUNNING THE ADVENTURE

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, so long as you maintain the original

spirit of what's written. Remember, you are the **final** arbiter of the game's rules.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Everyone should have the opportunity to shine.

Mind the Time. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. The Dungeon Master's Guide has more information on the art of running a D&D game.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection</i> *	3,000 gp
<i>True Resurrection</i> *	50,000 gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Acolytes can call upon spellcasting services in and around the three towns as follows:

Parnast (Tier 1). Mielikki

Stagwick (Tier 2). Chauntea

Beregost (Tier 3). Lathander, Waukeen

DEATH AND RECOVERY

Sometimes bad things happen, and characters get die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DEATH

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead*

spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

Things have never been the same in Parnast since the arrival of the Cult of the Dragon. A small village in the foothills of the Greypeak Mountains, it became a docking port for the dreaded Skyreach Castle, a flying fortress built by cloud giants and used by the Cult of the Dragon to collect treasures from the surrounding regions.

While the castle was docked at Parnast, the small village was commandeered and the villagers forced to submit to the will of the powerful cult. Some villagers, however, embraced the situation more completely than others did.

Though the cult's tenure in Parnast was brief, it has had enduring effects. Having plundered the town and the surrounding region of its resources, only a few draft horses and a sad, old milking cow remain in town. In the surrounding areas, all of the significant game has been hunted down to satisfy the appetites of the numerous cultist troops, giants, and beasts.

If this were not enough, a new threat looms; the forces of Bad Fruul are now venturing into the foothills in search of food, making any travel west risky at best. It is said that game is plentiful in the Weathercote Wood to the east, but myths and legends of terrible, fey creatures and other dangers have long prevented testing the validity of the claims. These desperate times, however, may warrant such risks.

ADVENTURE OVERVIEW

The adventure begins in the village of Parnast. Ragnar Redtooth approaches the adventurers to help him host a feast for the town to celebrate the return of the statue of Angharradh, the Triune Goddess.

ANGHARRADH, GODDESS OF WISDOM

Angharradh, triune goddess of wisdom and the fierce mother-protector of the elf people, is Correllon's consort. Her three aspects are: Aerdrie Faenya, wild goddess of the winds and weather, as well as patron of the avariel: Hanali Celanil, the Winsome Rose, goddess of love, beauty, art, and enchantment; and the Moonlit Mystery, silver Sehanine Moonbow, goddess of all life's mysteries, including mysticism, prophecy, death, and dreams. In legends, these goddesses are often separate entities from Angharradh, and frequently depicted as Correllon's daughters or consorts.

With the shortage of food, Ragnar asks the adventurers to go into the neighboring forest to get the needed game. While there, the adventurers encounter the local fey forces that do not approve of their hunt. Negotiations with the fey determine one of two paths: a conflict with the fey, or directions to another hunting ground.

If the adventurers fight the fey, they retaliate during the feast. If the adventurers follow the fey's directions and hunt south, they attract the wrath of a competing hunting party who also attack Parnast in retaliation. No matter what happens, the feast promises to yield uninvited guests.

ADVENTURE HOOKS

For each character, choose an appropriate reason why they are in Parnast.

Previous Adventure. If the characters have previously played DDAL05-02 *The Black Road*, begin the adventure when Ragnar is offering them the reward. He invites them to the Yellow Tankard and offers to treat them to drinks and a meal.

Caravan Guard or Traveler. You have recently come to town as a traveler or guard for a caravan. The trip across the desert, even with a caravan, was wearying, resting here until you decided where to go next seems like a good idea.

Treasure Hunters. You are in town having recently come from a treasure-hunting excursion in the Greypeak Mountains. Characters who participated in DDAL05-01 *Treasure of the Broken Hoard*, may be in the area already.

Zhentarim. You have been informed by your faction superiors that Parnast represents a lost opportunity. A strategic trade location once

controlled by the Zhentarim, they would like you to investigate the general state of the town and establish in-roads with the intent of regaining a foothold in the local commerce.

PART 1. PARNAST

Expected Duration: 30 minutes

The adventurers find themselves in Parnast, a small village in the foothills of the Greypeak Mountains. Take a moment to allow each of the characters introduce themselves and then move on to Exploring the Village

TIME MANAGEMENT

If you are running this adventure at a convention or other location where time is strictly limited, it is recommended that after character introductions, limit exploration in the town and use NPCs to inform them that Ragnar, owner of the Golden Tankard, is looking for them.

GENERAL FEATURES

The general features of Parnast are as follows:

Weather. Parnast sits at a fairly high elevation—making for very nice days, but very chilly nights. Brief, midday showers are not uncommon. It is Kythorn: The Time of Flowers, which makes the mild days that much more pleasant.

Light and Visibility. Currently it is sunny and very pleasant. The town enjoys a dramatic view of the mountain range.

Geography and Vegetation. The terrain is rocky but wooded primarily with tall mountain pines. Chipmunks dart in and out of cover with great courage.

Crater. To the southwest of the town is an enormous crater formed by the floating fortress that was Skyreach Castle.

Farming. There are a half-dozen outlying farms in the valleys surrounding the village.

PARNAST: A BRIEF HISTORY

Some of the adventurers may already know about Parnast's recent troubles. Those who don't soon will by talking with the residents.

Parnast has been around for at least a couple of hundred years. Historically known as a common stop for caravans of the Black Road and the Dawn Pass Trail (the road through the Greypeak Mountains), the town was fortified and protected by walls and gates and governed by the Zhentarim Lord Amarandaris. While the villagers didn't necessarily care for the Zhents's dealings, the town was prosperous. The prosperity, however, waned over the years following Amarandaris's death. The walls fell into disrepair, and the guildhall eventually closed. Since then, the town has slowly moved to the south, leaving the remnants of the old wall and Zhentarim hall to the north which are now used as a place to camp by passing caravans. Recently, the Cult of the Dragon assumed control of the small town as Skyreach Castle and those within it pillaged Parnast and the surrounding area for

valuables and supplies. Any lingering influence the Zhentarim had over Parnast dissolved when the cult arrived and has not returned.

EXPLORING THE VILLAGE

A cool breeze blows in from the mountains to the west and whistles through the needles of the trees, a stark difference from the hot sands of Anauroch. This place would be easy to adjust to, you think. Looking around the square, you take in the entire village in a single glance.

Allow the adventurers to briefly look around Parnast, purchase anything they may need, and secure their overnight arrangements. The total population is about seventy humans, a Dwarven family, and two halfling families that inhabit the small village.

Inform the players of the locations that their characters can see as they glance around, listing them briefly (stables, herbalist/chemist, smithy, old Parnast, trading post, well, private homes, tavern), offering more detail on these locations if requested.

VILLAGE FOLK

In addition to the information in the History of Parnast side bar, any of the villagers encountered know the following:

- The town has no real leader, although many listen to the priestess Chandra Stol. She seems wise enough.
- The Cult took everything the town had except their sad milking cow, Gertrude.
- The cult removed any Zhentarim power that remained. The Zhents may not have been fair to deal with, but at least under them, the village prospered.
- Ragnar cooperated with the cult. Some say it was for his personal gain, which made him very unpopular with most people in town.
- Because of the encounter with the cult, the village formed a small militia consisting of twenty-five able bodied—but poorly trained fighters (ten **guards** and fifteen **commoners**).
- Ragnar trains the militia as he is the only one with any formal military training.
- The only place to stay is to camp in Old Parnast, or the stables, which doesn't house any animals since they were pillaged, and also because animals won't go in the barn since the cult kept wyverns inside.

- Since the cult left, there's only small game to be found and even that is a challenge to find at times.
- The cult hunted the surrounding area clean and now a number of evil creatures roam the lands, (goblins, gnolls and even giants); hunting to depletion.
- There might be game in the Weathercote Wood, but it's very dangerous as legend tells of strange fey creatures lurking within. No one goes there.
- The crater to the west is where the flying fortress of the Cult of the Dragon once rested.

THE SHRINE OF AXES

This wooden building combines small shrines of several gods under one roof. Until recently, it has been unmanned, but a priestess of Mielikki, Chandra Stol, has taken up residence within the shrine. She bakes fresh bread daily, which she gives away free.

Three gods are represented within the shrine, each representing one of three seasons: Auril (winter), Chauntea (summer), and Mielikki (autumn). If the characters participated in the DDAL05-02 *The Black Road*, the statue of Angharradh that the adventurers help transport is also here. The Triune Goddess represents spring.

ROLEPLAYING CHANDRA STOL

Chandra is a female half-elf and has only been in Parnast for half a year, but has lived just outside of the village for decades. Until very recently, she occasionally came into the village to leave small offerings to Mielikki (gifts of bread, berries, and small sacrifices), but avoided being seen due to the presence of the Cult of the Dragon. With their defeat, however, she has taken up permanent residence in the shrine. She is very quiet; she rarely speaks and is more likely to shrug in response to a question than give a wordy answer.

Quote: "No."

STABLES

The stables used to house whatever livestock the villagers owned. However, animals now refuse to enter the structure due to the lingering scent of the wyverns housed here by the cultists. As such, it's used as temporary lodging for any visitors that might be in Parnast. The town's cartwright, Gundalin and his son Wallace who have a small shop next door, maintain it. They have modified the stables slightly to accommodate travelers, but the amenities are very humble.

ROLEPLAYING GUNDALIN CARTWRIGHT

Gundalin is a medium sized man of 50+ years. His remaining hair has receded to almost the back of his head. Still, he keeps a long grey ponytail. He is mostly quiet and he and his

son keep to their own business. However, he speaks up or steps in if he sees injustice. He is opposed to Ragnar's leadership because he feels that Ragnar betrayed the town during the cult's occupation.

Quote: "Am I the only one paying attention around here?"

HERBALIST/ALCHEMIST

An elderly human man named Sylas runs this shop. He readily admits he doesn't know much about potions, except his "Wake-Up Sauce". He is a recent widower and says that his late wife, Rue, was the expert and intends to close the shop when he has sold everything. He has an assortment of vials. A few are priced, but most are not and he has no idea what they do or what they are worth. He tells the adventurers that he trusts them to pay their value.

However, make note of any character that intentionally pays less than the fair value of an item.

Sylas's Wares

Item	Quantity	Value*
Holy Water	3	25 gp
Acid	2	25 gp
Antitoxin	1	50 gp
Perfume	1	5 gp
Alchemist's Fire	1	50 gp
Potion of Healing	1	50 gp
Ink	2	10 gp
Poison (basic)	1	100 gp
Dye (lavender)	1	1 gp
Bath Oil	5	1 gp
Sylas's Wake-Up Sauce	1	10 gp
Unknown Blue Liquid	2	20 gp

Most of the items available can be found in the Player's Handbook. The following items, however can be found only in Sylas's small shop.

Sylas's Wake-Up Sauce. If imbibed, this home remedy neutralizes the effects of intoxication on a creature for 24 hours.

Unknown Blue Liquid. Unbeknownst even to Sylas, this strange liquid renders a creature immune to the effects of Weathercote's strange, blue mist for 24 hours. (see Blue Mist side bar.) It smells of honeysuckle flowers. A successful DC 12 Intelligence (Nature) check reveals that it's an antidote for some type of poison.

SMITHY

The smithy is just across from the stables. The owner, Rodric, is skilled mainly in shoeing horses and tool making, but can craft weapons or armor if needed.

OLD PARNAST

To the northwest of town are several old buildings: the former Lord's residence, a guildhall, a way station, as well as the remnants of palisades that once encircled the village. Little more than a few crumbling walls now, it serves as a safe camping area for visiting caravans. Azam (DDAL05-02 *The Black Road*), the leader of a visiting caravan, has made camp here while he replenishes his caravan needs. He intends to stay one or two nights before retracing his journey east; back to the trade outpost of Vuerthyl in the Anauroch Desert. Azam is a quiet member of the Lord's Alliance.

TRADING POST AND PROVISIONS

Calder is a halfling and an enterprising merchant. He and his family run the trading post and offers most items from the Player's Handbook. His prices are fair, but he doesn't carry anything over 45 gp value. He has a small assortment of weapons and armor but precisely what is available is up to you. However, items listed in the Alchemists shop, above, are not available here; Calder is currently seeking a supplier for these goods, as he had no previous reason to carry them.

VILLAGE WELL

At the center of the town square stands the community well. It is oft used and a hub for gossip.

VILLAGE HOMES

The remaining areas of town are resident homes, most of which are farmers or artisans of some type.

THE GOLDEN TANKARD

With a sign above the door boasting a yellow tankard, this tavern is the hub of the town. The fare is cheap and substandard, but it's the only tavern in town, so beggars can't be choosers. Business is down since the owner's conduct during the cult's occupation was revealed, so he's desperate for customers. The Tankard is a tavern, not an inn. While it is a large establishment, it does not have any rooms to let.

As you enter the conversation dampens slightly and heads turn your way. A large burly man with prominent side burns and dark hair is making the rounds and notices you enter. "Welcome friends, welcome! I am Ragnar! Come in and make yourselves comfortable." He ushers you in and to a prominently placed table near the hearth. "This is my daughter, Elspeth." The young woman politely curtsies and proceeds to fill each of your goblets with a very stout brew.

Ragnar informs the characters that he is glad that they came in and has special plans that he wishes to discuss with them. He would first like to treat them to a meal and drink.

ROLEPLAYING RAGNAR REDTOOTH

During the cult's occupation of Parnast, Ragnar accepted bribes from the cult's leadership to conceal their activity and keep them abreast of any unusual activity within Parnast. Though, he would be later outed for his conduct, he has managed to convince most of the townsfolk that he did what he did to ensure Parnast's well-being. Ragnar is a tall, heavyset man with enormous mutton chop sideburns who seems friendly enough.

Quote: "No need to thank me."

While Ragnar and a young boy working as a kitchen hand lop out soup to the growing crowd, it looks as if most of the village is present for the evening meal. You get the feeling that isn't always the case based on how frantic Ragnar is, yelling orders at the poor boy. Elspeth begins to bring your dinner, serving everyone a rotisserie squirrel with potatoes, greens, and bread. The pitiful animals bear little meat and look as if they are still attempting to escape their fate. Ragnar returns, "Well? I trust those mugs are treating you kindly? The road can be an unwelcomed companion without a proper pint and a friendly place to enjoy it." He pulls up a chair, "Well, I suppose I'll not waste any time then. Here's what I have in mind..."

BIG PLANS REVEALED

Ragnar lays out his plans with great passion hitting the following points:

- He wants to hold a feast in the town square for the people to celebrate the arrival of the statue. If the party is playing this adventure as a continuation of DDAL05-02 *The Black Road*, and were unsuccessful at delivering the statue, then Ragnar uses that as an excuse for the feast.
- It'll be good for the spirit of the townsfolk who haven't had anything good happen for a while.

- It could improve the chances of getting faction representation in the town and possibly make other alliances. He hints unashamedly to any members of the Lord's Alliance, that he is interested in joining for the betterment of the town. If no Lord's alliance members are present, he gives preference to Zhentarim agents.
- He knows that Azam is affiliated with the Lord's Alliance and asks the characters to request that he delay his departure and join the feast. He believes this may help with gaining representation.

Perceptive characters might notice that Ragnar is genuine in his desire to host the feast, but he's hiding the underlying motive of repairing his reputation from the events of the Cult's occupation. He admits this if pressed.

THE SPECIFICS

Ragnar continues and explains what he feels is required to pull off a successful feast.

- *"Obviously, we have no meat for our feast,"* as he looks down at the meals in front of you. *"There is no game in the surrounding area to be found. We cannot feast upon squirrels and chipmunks."*
- There have been sightings of big game in the nearby Weathercote Wood, but no one is brave enough to enter the forest.
- There are ancient stories of folks not returning from the wood, but Ragnar dismisses this idea as hogwash.
- He would like the adventurers to lead a simple hunt into the forest to claim the needed game.
- At least three big game kills are needed to be able to support the feast and he believes they could easily be had in the forest.
- Ragnar personally funds half of the hunt, with the other half coming from the town coffers. He offers of total sum of 200 gp to the adventurers. A successful DC 10 Charisma (Persuasion) check can secure 50 gp up front.

THE OBJECTION

After Ragnar explains the plan, Gundalin Cartwright enters the tavern with his son Wallace. He sees Ragnar talking to the adventurers and immediately objects.

"I knew it! Haven't you done enough Ragnar? Now you're going to drag these poor folk into our troubles? What are you cooking up this time? It's because of you that we had so much trouble with the wrym fanatics to begin with!"

With that, the room erupts into a roar of back and forth between everyone in the tavern. The room seems split on who they support. The comments boil down to:

- *"Ragnar is a traitor and can't be trusted. He's going to sell us out again!"*
- *"Fool! Were it not for Ragnar's cooperation, our village wouldn't even be here today."*

Finally, Syllas stands and the room falls silent out of respect for the elderly widower.

"That does it! I'll not be quiet anymore. It's time we ate proper and stopped hiding. We need this feast. I've had my last bite of vermin." With that he throws his sad squirrel to the floor.

Gundalin turns to appeal to Chandra, "Surely you object? You know that this somehow benefits him." Chandra just shrugs and says, "I am not his master."

Gundalin appeals to the villagers, "And we're just going to send them out there without any representative from our town?" Everyone looks down.

After an uncomfortable silence, Gundalin's son Wallace speaks up. "I will go! I will represent our village in the hunt!" This is quickly met with opposition from Elspeth, "Wallace Cartwright, you'll do no such thing!" But she is waved silent by her father who then turns with a smile, "Well now, it seems we've worked everything out. That is of course assuming our brave hunters are still up for the challenge?" All eyes turn in your direction.

The crowd offers no more objections and the conversation soon turns to the feast and who's making what and where they'll sit. Disgusted, Gundalin throws his arms up in surrender and finds a table with a few sympathizers who console him.

Ragnar fields any more questions that the adventurers may have and pushes for them to start the following morning as he thinks it could take more than a day. He promises to have the town ready for a celebration when they return.

Ragnar reminds the adventurers to try to convince Azam to remain in town long enough to attend the feast. If the adventurers ask Azam, he agrees to delay his departure but requests that the adventurers mention his name favorably to any nobility in the area. Otherwise, he is gone when the characters return from the hunt.

ROLEPLAYING WALLACE CARTWRIGHT

The only son of Gundalin, Wallace is nineteen. He is an impressively tall young man, but very naïve. He is motivated

to make a difference, if not in this small village, then somewhere. He is seeing Elspeth, Ragnar's daughter, but he is much more interested in adventure than he is in her.

Quote: *"I can't stay here forever. Most of my friends have gone. It means so much to me."*

PART 2: THE HUNT BEGINS

Expected Duration: 30-60 minutes

The hunt begins the next day. Weathercote Wood is a half-day's travel from Parnast, which passes uneventfully.

Entering the wood, the age of the trees is overwhelmingly apparent. The boughs begin high overhead and the ground is covered with a carpet of green and purple mosses. There is very little undergrowth. A beautiful blue mist hangs heavy in the air. Occasionally the branches yield to allow streams of sunlight to reach the floor creating a dramatic display. Birds and butterflies flutter about, and there is plenty of small forest creatures, but nothing worth an arrow.

GENERAL FEATURES

Weathercote Woods has the following general features:

Terrain. Slow rolling glades with occasional brooks and thick, endless trees.

Light. The few sunbeams that break through the canopy are frequent enough to provide bright light.

Visibility. The many tree trunks and an unusual blue mist, lightly obscures anything beyond 30 feet and heavily obscures anything beyond 60 feet.

Sounds. Songbirds, insects and barking squirrels provide a constant noise. The forest carpet is soft and grants advantage on Dexterity (Stealth) checks made to move quietly.

Smells. Sweet-smelling flowers and other flora fill the air. The smell of honeysuckle dominates.

After about four hours of trekking into the wood, you begin to feel the effects of the journey. The air seems to be getting thinner, and your breathing more difficult. The feeling was faint at first, but suddenly strikes you all at once. It's now much harder to breathe and any action takes extra effort.

Each creature must succeed on a DC 10 Constitution (Poison) saving throw or gain a level of exhaustion. A successful DC 10 Intelligence (Nature) check suggests that the blue mist is to blame. Anyone having smelled the unidentified blue antidote from the herbalist shop can attempt a DC 10 Wisdom (Perception) to recognize that the smell of the mist is similar to the vial.

THE BLUE MIST OF WEATHERCOTE WOOD

The beautiful mist produced by the forest attacks the respiratory system, causing shortness of breath and intense vertigo. While it's possible to safely develop an immunity

through brief exposures over time, prolonged initial exposure can be dangerous for those unaccustomed.

After four hours of exposure to the blue mist, a creature not native to the Wood must succeed on a DC 10 Constitution saving throw or gain a level of exhaustion. Each hour thereafter, the characters repeat the saving throw (to a maximum three levels of exhaustion) until seven hours of exposure is reached--a total of four saving throws.

Because the symptoms manifest as a general weakness and difficulty breathing, as well as nausea from the vertigo, it is impossible to rest in the mist without the antidote. This is a poison effect. Creatures that do not need to breathe are unaffected. The creatures native to the Wood are immune.

GIVE A LITTLE WHISTLE...

You eventually begin seeing signs of larger game. Suddenly, you spy a stag directly in your path and it has not seen you.

The **stag** is 40 feet from the adventurers. Moving closer to risks alerting the animal. As the hunters are coordinating and lining up their shots, or just as any of the hunters or characters act as if they are going to attack the stag, read the following, which interrupts those actions:

Just as you are about to execute your plan, you hear a tiny voice. "Just what do you think you're doing? Stop that immediately! You can't be here!"

You turn to your periphery from where the voice originated, but you see nothing. Turning back, you notice the stag whip its head in your direction, and then begins to flee.

Allow any character that was prepared and wishes to do so, an opportunity to make a single ranged attack on the stag before it bolts. If the adventurers wait to attack, the stag flees. Wallace does not want to miss this opportunity and lets an arrow fly. Roll Wallace's attack and damage for the players to see, or have the players choose someone to make the rolls, (Wallace is a **commoner** and isn't proficient with his longbow).

The voice is that of the **sprite** leader, Thornacious. He and his forces don't allow outsiders to hunt in their glades.

ROLEPLAYING PRINCE THORNACIOUS

The sprite, Thornacious, is royalty in his fey society and is charged with protecting the western portion of the Weathercote Wood. He is smartly adorned for combat in greens and browns and wears a headband which glows a golden light when he is visible, making him easily

distinguishable from other sprites. He is accustomed to others recognizing his status and has little tolerance for those who do not extend to him the proper courtesies. He values manners, protocol, and respect, and reciprocates in kind when it is given. Thornacious is not evil, but can be cold and ruthless if he deems it is necessary. He sees no place for humor in matters of diplomacy.

Quote: *"Forgive me, I couldn't hear you over your associate's poor manners."*

DEVELOPMENT

Advance to the appropriate section based on the following outcomes.

The Stag is Alive: A Diplomatic Solution

The Stag is Dead: Aggressive Negotiations

A DIPLOMATIC SOLUTION

If the stag is unharmed:

Thornacious appears. Read the following:

Floating in front of you, a tiny, yet regal, glowing humanoid form with dragonfly-like wings appears. "You should be grateful for your errant skills. You are not welcome here. I am Prince Thornacious and you are trespassing in my home and that is my friend. What have you to say for yourselves?"

If the stag is injured:

Thornacious appears. An **awakened tree**, which is actually right next to the characters using its False Appearance, hauls Wallace aloft.

The stag falls wounded and you hear Wallace cry out. Turning you see that he has been hauled aloft by a branch from the nearby tree. You hear the same small voice again. A tiny, yet regal, glowing humanoid form with dragonfly-like wings appears in front of you. "Fools! What have you done?"

Almost immediately, another similar creature flies up to first, whispers in his ear and then disappears. "You are fortunate that he lives. I am Prince Thornacious and you are trespassing in my home and that is my friend. Perhaps I should have Twig squash this one as recompense." Wallace screams as the grip on his torso is tightened. "What have you to say for yourselves? I hope you have the means to heal the damage you have caused."

Before beginning the roleplay, allow an Intelligence (History or Nature) check. Druids and Clerics of Nature domain have advantage on this check, while fey-pact warlocks automatically succeed. A result of 8 or above reveals that he is a sprite, 10 or above

reveals that he is actually nobility, and 12 or more reveals that there is a diplomatic protocol for this situation and he probably expects it to be followed.

COURTLY NICETIES

A spokesperson should introduce and speak for the party. Anyone else wishing to speak and address the Prince should introduce themselves and ask for permission. Prince Thornacious should be addressed using his title and name.

Assuming the adventurers wish to seek a resolution, this is a fine opportunity for role-play. After an appropriate period of diplomacy, Thornacious expresses his terms:

- **The First Term:** Leave Weathercote without delay
- **The Second Term:** Slay nothing within its borders

The spokesperson must succeed on a DC 10 Charisma (Persuasion) check to earn Thornacious's favor. Refer to the chart below for condition modifiers. If an evil-aligned character addresses the Prince, it is perceived as an insult, and the Prince requests that the "dark hearted" individual not address him again.

Diplomacy Variables

Variable	Modifier
Stag is harmed	Disadvantage
Stag is harmed, but later healed	Normal Check
Stag is not harmed	Advantage
Protocol was followed	Advantage
Protocol was not followed	Disadvantage
Evil character addresses Thornacious	Disadvantage

YOU BEAR THE STENCH OF LIES

Unknown to anyone in the village, including Sylas, his late wife, Rue, would occasionally come to Weathercote in search of herbs. Because of her true heart, the fey grew fond of her and would protect and lead her to the plants used to create the mist antidote. Having followed her, they also know of Sylas. Deceivers of Sylas are discovered if they address Thornacious. If discovered, he advises any non-evil deceivers to reconcile their actions as he can see it weighs heavy on their heart.

DIPLOMACY SUCCESS

Thornacious seems to warm up a bit and senses that he is dealing with respectful individuals. If the adventurers agree to abide by his terms, he offers a guide that can lead them to fruitful hunting grounds. Thornacious summons the satyr, Blassios, and offers his services and a mist antidote for each non-evil adventurer. The antidote offers immunity from the

effects of the mist for 24 hours. He also issues **A Giant Challenge**. (story awards) Proceed to Part 3.

DIPLOMACY FAILURE

The Prince is noticeably disappointed with the adventurers and issues an ultimatum. He answers the failure to comply with the terms with swift aggression. He does offer that they may find game south of the Black Road in the Lonely Moor, but offers no guide or antidote. It takes four hours travel to reach the southern border of the Wood.

If the adventurers insult the Prince further, spurn his offer, or violate his terms at any point, proceed to Aggressive Negotiations, below.

AGGRESSIVE NEGOTIATIONS

Thornacious does not appear, or if he is already visible, disappears. An **awakened tree**, which is actually right next to the characters using its False Appearance, attacks with surprise. Six **sprites** attack in their initiative order from their invisible state.

If the adventurers defeat the fey, they can easily acquire the additional game they seek during their trek out of the wood.

DEVELOPMENT

If the adventurers surrender at any point, and as long as they haven't killed any sprites or trees, Thornacious appears and accepts their surrender. He allows them to leave the forest, assuming they agree to his terms. He even directs them to the hunting grounds in the Lonely Moor, but offers no guide. If the characters killed any sprites or the tree, the fey afford them no mercy.

TREASURE

The characters find the sprite's treasure (150 gp) inside a hole in the awakened tree.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak party:** Remove four **sprites**. Reduce the **awakened tree's** hit points to 40 and damage to 10 (2d6 +4)
- **Very weak party:** Remove four **sprites**.
- **Strong party:** add three **sprites**.
- **Very strong party:** Add one **sprite** and one **awakened tree**.

ESCAPING WEATHERCOTE

Leaving the forest is no trivial task without a guide or immunity to the mist. It takes at least four hours to leave the Wood. For each hour that passes, the adventurers must pass a group Wisdom (Survival) check. If the group fails, they temporarily lose their way and the escape takes an additional hour of travel time. The party can alter the number of checks required to escape by altering their pace, but this increases difficulty.

Effects of Pace on Escape

Pace	# of Checks	Survival DC
Fast	3	13
Medium	4	11
Slow	5	9

Upon escaping the forest, the adventurers may take a long rest. If the adventurers defeated the fey, allow them to collect the game needed for the feast as part of their escape from the forest and have them exit where they entered. Proceed to Part 4.

If they did not fight the fey, the adventurers should exit the forest on the southern border near the Black Road. Proceed to Part 3.

GROUP ABILITY CHECKS

When a number of individuals are trying to accomplish something as a group, the DM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't. To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

PART 3: GREENER PASTURES

Expected Duration: 25 minutes

If the adventurers have Blassios as a guide, he suggests that they make a camp at the border of the forest and take a long rest before entering the moor. If they do not have the benefit of Blassios, they will most likely be ready for a rest at this point anyway.

ROLEPLAYING BLASSIOS

A satyr and member of Thornacious' company, he is loyal to the Prince. If the characters wish to engage Blassios in conversation, he talks, but is not immediately forthcoming. He is easily swayed by drink and is not shy about asking if any wine is available. If given any drink, he relaxes and asks questions about the hunt. He becomes very interested in the feast planned for Parnast (if he finds out about it). He offers endless suggestions of how to make it a success, strongly hinting for an invitation. Blassios is not a fighter and stays out of combat unless forced to defend himself.

Quote: "Are you kidding? You don't know what wine they're serving? You definitely need my help with this affair."

THE LONELY MOOR

The Moor is south of the Black Road. The once numerous tribes of bugbears and gnolls that reside here now have united under the banner of an ettin chief named, Gralm.

GENERAL FEATURES

The moor has the following general features:

Terrain. The moor is flat with frequent boggy pools and scrub brush. There are solid patches to provide a dry path.

Boggy Pools. The water is not deep, only about 3 feet, but the underlying and surrounding mud is very hazardous with quicksand-like properties. The five-foot perimeter around each pool is difficult terrain. If a creature enters a pool, there is a chance they can become stuck, (waist deep at the water level for a human). A successful DC 10 Strength (Athletics) check is required to get out. For each failed check, the DC increases by 1, and the player sinks one foot.

Light and Visibility. The fog lingers over the moor throughout the day, reducing visibility to 30 feet. Heavy clouds hide the morning sun.

Weather. The air is still and humid. Occasional light drops threaten to increase to a drizzle.

Smells. The bogs are a contrast to the sweet aromas of Weathercote. The mud and stagnant pools create a putrid odor.

Sounds. The heavy air silences most sounds before they travel too far. The drone of buzzing insects drowns out the rest.

After a long hike into the moor, you hear strange noises directly in front of you. Hidden by the fog, you hear the sniffs and snorts of some type of beast. The wind shifts and you catch the full brunt of its bouquet.

A **giant boar** and three **boars** are rooting around near a lone tree eating scrub brush and roots. A successful Dexterity (Stealth) check is required to get close enough to actually see the animals. Succeeding on the Stealth contest grants surprise. These animals more than satisfy the needs for the feast. The adventurers enter from the northwest, (*Appendix: The Lonely Moor Map*). The Boars gather around the tree at the center of the map.

OH, GNOLL YOU DIDN'T!

Two **gnoll** scouts, one of Gralm's hunting party, have been tracking the boars and are not happy when they finally find their prey being killed by a competing hunting party.

The gnolls approach using Stealth and attack in the second round with advantage if the Stealth attempt succeeds. The gnolls approach from the southeast to within 30 feet of the nearest characters fighting the boars and attack using their bows.

If the characters capture any of the gnolls, they inform their captors (assuming the characters are able to transcend the language barrier) that they are part of Gralm's tribe and that if released, they promise not to tell Gralm that the adventurers are poaching on his hunting grounds.

A successful Wisdom (Insight) check reveals that they are lying. They are actually scouts for a larger hunting party, but are more afraid of Gralm's wrath than the adventurers and won't betray their master by revealing his plans.

TREASURE

The gnolls carry a combined 30 gp in coins.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** Remove the **giant boar**.
- **Weak party:** Remove a **boar**.
- **Strong party:** Remove two **boars** and add one **giant boar**.
- **Very strong party:** Add a **giant boar**.

PART 4: THE FEAST

Expected Duration: 25 minutes

The adventurers receive a hero's welcome upon their return to Parnast. The general features of the village match part 1.

Arriving with your kills, the villagers come out of their homes and greet you with hails of good will. Before long most of the village is out in the square and cheering. Many of them come up to each of you to express their gratitude. Wallace is hoisted aloft and proclaimed the "Pursuer of Parnast!" The village anticipated a successful hunt. In the town square, tables have been arranged in neat rows with colorful banners lining the square. In the middle of it all, Ragnar assigns jobs to people.

The adventurers may take a short rest, but there is not enough time for a long rest before the feast begins. If present, the villagers happily receive Blassios as an ambassador of the Wood, the children in particular.

LET THE FEAST BEGIN

Read or paraphrase:

Huge casks are set out and three large fires at the back of the square roast the game that is being carved off and served. There's music and children running about playing games. Ragnar invites you to sit at a special table at the front and then calls everyone's attention. He begins what promises to be a long-winded toast.

If the party fought the gnolls in the moor, proceed to Encounter A. Grassy Gnoll Shooters. If they fought the fey, proceed to Encounter B. Fey-vorite Things.

ENCOUNTER A. GRASSY GNOLL SHOOTERS

Run this encounter if the adventurers hunted in the Lonely Moor.

As an angered response for killing their scouts and for hunting in the moor, which Gralm considers his territory, the captain of the gnoll hunting party decides to retaliate the perceived invasion.

A woman's scream cuts through the sounds of celebration. The music stops as everyone looks around for the source. A woman comes running from around one of the eastern houses followed closely behind by a hulking, dog-like humanoid with cruel, yellow eyes and carrying an oversized black bow. More like him move in from opposite directions surrounding the square.

A larger gnoll with long fangs rides in from the north road astride a giant hyena that snaps its jaws at villagers jumping out of the way. They all draw their bows in your direction as the captain lets out a broken howl!

Five **gnolls** and a **giant hyena** represent the hunting party to which the gnoll scouts belonged. Increase the gnoll captain's hit points by 13 and he wears a *brooch of shielding*.

TACTICS

The gnolls focus on anyone wearing armor, which should only be the adventurers, and then anyone else they see fighting. They stay at range, attacking with their bows until forced into melee. The captain rides the hyena and moves in close enough to allow both he and the hyena to use their Rampage ability. See the Complications section for more details about this encounter.

TREASURE

The gnolls carry a total of 120 gp in various coins, gems, and jewelry. The captain wears a *brooch of shielding*.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** Remove the **gnoll captain** and the **giant hyena**
- **Weak party:** Remove the **giant hyena**
- **Strong party:** add one **giant hyena**
- **Very strong party:** Add one **giant hyena**; replace the **gnoll captain** with a **gnoll pack lord**

ENCOUNTER B. OUR FEY-VORITE THINGS

Run this encounter if the negotiations with the fey failed and succumbed to violence.

There is a loud buzzing noise drawing close. The ground beneath you begins to rumble. In front of you on the other side of the table, a sprite flies in and hovers. "Prince Thornacious bids you happy feasting." He then flies up twenty feet overhead. Over the trees descend three giant wasps and under your feet, the ground opens up and a huge insect of some kind emerges, its mandibles like scimitars dripping with acid. A swarm of insects crawls out as well.

Angered at the hunting party, Prince Thornacious sends nature's wrath to remind the village of their boundaries. Lead by a **sprite** warrior, three **giant wasps**, an **ankheg** and a **swarm of insects** attack.

TACTICS

The wasps swoop in to attack the adventurers. The ankheg bursts through the ground directly under a head table and attacks with its acid spray. Anyone still standing on the location during the ankheg's turn must succeed on a DC 11 Dexterity saving throw or be knocked prone adjacent to the creature. Following the Ankheg is a swarm of insects that also attack, giving preference to unarmored targets. The insects respond to the sprite and only attack the adventurers and Wallace. The sprite, who wears the *brooch of shielding*, commands the assault from the air and doesn't attack until the ankheg dies. See the Complications section for more details about this encounter.

TREASURE

The insect attackers carry no monetary treasure. The sprite wears a *brooch of shielding*.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** Remove the **ankheg** and **swarm of insects**
- **Weak party:** Remove the **ankheg**
- **Strong party:** add a **giant wasp**
- **Very strong party:** Add a **giant wasp** and an **ankheg**

COMPLICATIONS

Complications add jeopardy to Encounters A or B, and place the villagers in danger for the first four

rounds of combat. Use the following instructions to resolve:

- Use the Complications table to determine the danger situation. Do not repeat complications.
- To aid a villager, an adventurer uses the Help action during that round. Simply declaring the use of the Help action and moving to their location is enough to neutralize the threat.
- The player may also declare the use of a skill to attempt to perform exceptionally. The player should describe how they employ their chosen skill and then attempt a DC 10 ability check. Success inspires a villager (randomly determined **commoner** or **guard**) to join the fight at the end of the round. Failure has no negative effect.
- If not helped by the end of the round, the villager must attempt a death saving throw. A single failure results in the death of a villager. Do not track successes. During combat, a villager remains in jeopardy until aided by an adventurer.
- Complications start at the beginning of the encounter. At the top of each round, a new villager is in danger until four rounds pass.

Complications

d4 Complication

- 1 In the ruckus, an elderly villager is accidentally pushed into a cooking fire, and runs around in a panic—completely ablaze.
- 2 A large cask is knocked over and has rolled onto a small child. No one has noticed.
- 3 The attack has spooked Gertrude the cow. The beast bolts around the square and is sure to trample someone if not restrained.
- 4 One of the villagers has climbed upon a table in the center and is frozen with fear. They are an easy target for the enemy.

You are also free to create complications of your own if none of the above fit the situation.

It is possible that an inspired villager places themselves in jeopardy when joining the fight by becoming the primary target for one of the attackers. If this occurs, that villager becomes the complication for the following round. Adventurers help them by replacing themselves as the target of choice using the method listed above. If the Help action is not used in this situation, instead of a Death saving throw, attack on the villager.

If Blassios is at the feast, he may be asked to handle one of the complications, however he inspires no villagers to join.

DM Tip

Assign any added NPCs (guards or commoners) to the player that inspired them. This relieves you and has the added benefit of giving the players the feeling of a true benefit for their heroic action.

CONCLUSION

In the aftermath of the attack, Gundalin seizes the opportunity to point out how once again, Ragnar's plans have resulted in hardship for everyone. However, other than a few of Gundalin's usual confidants who also object, the villagers do not respond. The successful defense has inspired confidence in the majority of the townsfolk. Cheers ring out as they stab a few of the motionless attackers one last time to be sure they are dead.

The will of the people of Parnast seems to have grown stronger this day, thanks to you.

If the attackers are defeated and no villagers die, the characters earn the **Defender of Parnast** story reward.

If a villager is allowed to die, the adventurers earn **Glory Before Goodwill**.

If Azam has stayed for the feast, he is impressed with the resolve of the people and expresses interest in the village as a potential investment.

REWARDS

Make sure players note their rewards on their adventure logsheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Commoner	0
Stag	10
Sprite	50
Awakened Tree	450
Boar	50
Giant Boar	450
Gnoll	100
Gnoll Packlord	450
Giant Hyena	200
Giant Wasp	100
Swarm of Insects	100
Ankheg	450

Non-Combat Awards

Task or Accomplishment	XP per Character
Earning Thornacious's trust	100
Preventing any villager deaths	100

The **minimum** total award for each character participating in this adventure is **450 experience points**.

The **maximum** total award for each character participating in this adventure is **600 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable

magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Sprites	150
Gnoll Scouts	30
Gnoll Hunting Party	120
Quest Reward	200

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session.

Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item.
- If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

BROOCH OF SHIELDING

Wondrous item, uncommon (requires attunement)

This brooch is fashioned from a tiny leaf inlaid in gold and silver. While the leaf is not alive, it changes color depending on the season as if it were. A description of this item can be found in **Player's Handout 1**.

POTION OF HEALING

Potion, common

This item can be found in the *Player's Handbook*.

REOWN

All faction members earn **one renown point** for participating in this adventure.

Lord's Alliance characters who remember to mention Azam's name to Thornacious, the only nobility in the area, receive **one additional renown point**.

STORY AWARDS

The characters have the opportunity to earn the following story awards during the course of play.

A Giant Challenge. You have earned the respect of Prince Thornacious. He challenges you to befriend a giant, as he has done with you, (*Huge* sized humanoid), without using charm effects. If you do, (DMs judgement), you may spend five downtime days to return to Thornacious, who uses Heart Sight to tell if you are true of heart. He bestows upon you the title: Adoness (Peacekeeper). This title grants you advantage on Charisma ability checks with good aligned fey.

Defenders of Parnast. You have repelled the enemies of Parnast and instilled confidence in the people. You'll never sleep in a barn again while in Parnast. Everyone opens their doors to you.

Glory Before Goodwill. You chose to put personal glory above saving a villager of Parnast that was in need. Until you spend 10 downtime days repairing your reputation with the village, you have disadvantage on all Charisma ability checks and are charged 50% higher rate for all goods and services, except at the Golden Tankard, where Ragnar understands that tough decisions must occasionally be made.

DOWNTIME

Each character receives **five downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **150 XP, 75 gp, and five downtime days** for running this session.

DM APPENDIX: NPC SUMMARY

The following NPCs are featured prominently in this adventure.

Ragnar Redtooth (RAG-narr). During the cult's occupation of Parnast, Ragnar accepted bribes from the cult's leadership to conceal their activity and keep them abreast of any unusual activity within Parnast. Though, he was outed for his conduct, he has managed to convince most of the townsfolk that he did what he did to ensure Parnast's well-being.

Gundalin Cartwright (GUHN-duh-lyn). A human male who makes wheels and wagons for merchants, woodfolk and others who come through Parnast. He is a vocal opponent of Ragnar's leadership and ventures, not trusting him because of his cooperation with the Cult of the Dragon during their recent occupation of Parnast. His view is that Ragnar's interests are selfish and will sell the village out in a second if it benefits him.

Chandra Stol (CHAN-druh Stole). text
Female half-elf. Chandra has only been in Parnast for half a year, but has lived just outside of the village for decades. Until very recently, she occasionally came into the village to leave small offerings to Mielikki (gifts of bread, berries, and small sacrifices), but avoided being seen due to the presence of the Cult of the Dragon. With their defeat, however, she has taken up permanent residence in the shrine. She is very quiet; she rarely speaks and is more likely to shrug in response to a question than give an answer other than "yes" or "no".

Wallace Cartwright (WAHL-uhs). Wallace is the nineteen-year-old son of the Gundalin.

Elsbeth Redtooth (ELLS-peth). Daughter of Ragnar, she is roughly the same age as Wallace. While it has always been her dream to marry Wallace and build a family, she is beginning to sense he doesn't share this dream. While she still cares for him, it might be time to move on to goals of her own.

Sylas (SIGH-luss). The human widower of the village herbalist, Rue, who died recently.

Thornacious (thor-NAY-shus). Charges with protecting a section of the Weathercote Wood, this young sprite is very proud of his status in the fey hierarchy and takes his position very seriously. If shown respect, however, he can be a powerful ally.

Blassios (BLAH-zee-ohs). A satyr in the company of Thornacious. He knows the area very well and is an excellent guide, but is more concerned with friends and spirits than his duties.

APPENDIX: MONSTER/NPC STATISTICS

ANKHEG

Large monstrosity, unaligned

Armor Class 14 (natural armor), 11 while prone

Hit Points 39 (6d10 + 6)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

AWAKENED TREE

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages one language known by its creator

Challenge 2 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

BOAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	0 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

GIANT BOAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8

Languages —

Challenge 2 (450 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

GIANT HYENA

Large beast, unaligned

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

GIANT WASP

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

GNOLL PACK LORD

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 2 (450 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes two attacks, either with its glaive or its longbow, and uses its Incite Rampage if it can.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Incite Rampage (Recharge 5-6). One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

SATYR

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

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

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

STAG (ELK)

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages --

Challenge 1/4 (50 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

SPRITE

Tiny fey, neutral good

Armor Class 15 (leather armor)

Hit Points 2 (1d4)

Speed 10 ft. fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

ACTIONS

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is in visible with it.

SWARM OF INSECTS

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

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

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

PLAYER HANDOUT: BROOCH OF SHIELDING

BROOCH OF SHIELDING

Wondrous item, uncommon (requires attunement)

While wearing this brooch, you have resistance to force damage, and you have immunity to damage from the *magic missile* spell. This item can be found in the *Dungeon Master's Guide*.

This brooch is fashioned from a tiny leaf inlaid in gold and silver. While the leaf is not alive, it changes color depending on the season as if it were.

PLAYER HANDOUT: STORY AWARDS

Characters have the opportunity to earn the following story awards during this adventure.

A Giant Challenge. You have earned the respect of Prince Thornacious. He challenges you to befriend a giant, as he has done with you, (*Huge* sized humanoid), without using charm effects. If you do, (DMs judgement), you may spend five downtime days to return to Thornacious, who uses Heart Sight to tell if you are true of heart. He bestows upon you the title: *Adoness* (Peacekeeper). This title grants you advantage on Charisma ability checks with good-aligned fey.

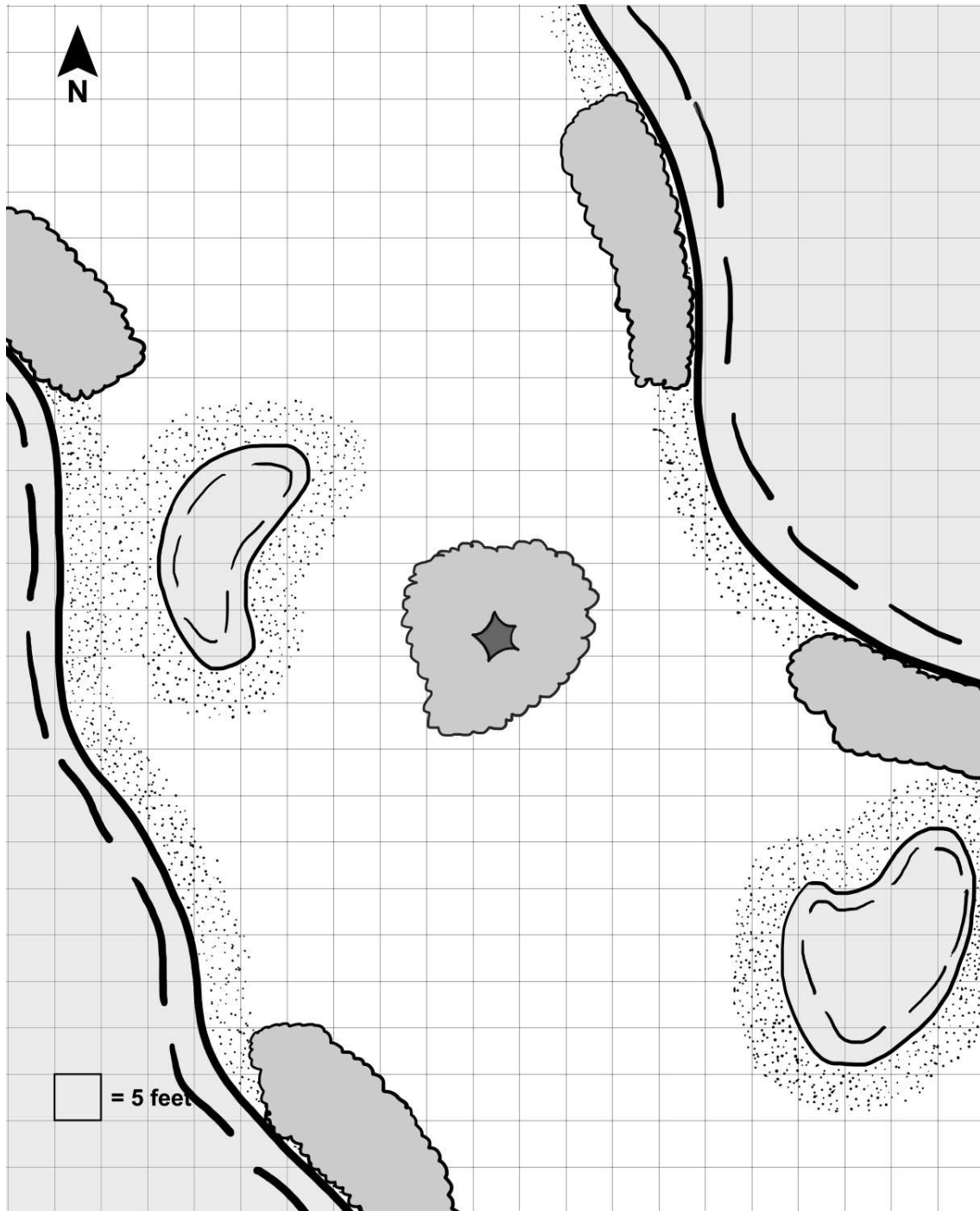
Defenders of Parnast. You have repelled the enemies of Parnast and instilled confidence in the people. You'll never sleep in a barn again while in Parnast. Everyone opens their doors to you.

Glory Before Goodwill. You chose to put personal glory above saving a villager of Parnast that was in need. Until you spend 10 downtime days repairing your reputation with the village, you have disadvantage on all Charisma ability checks and are charged 50% higher rate for all goods and services, except at the Golden Tankard, where Ragnar understands that tough decisions must occasionally be made.

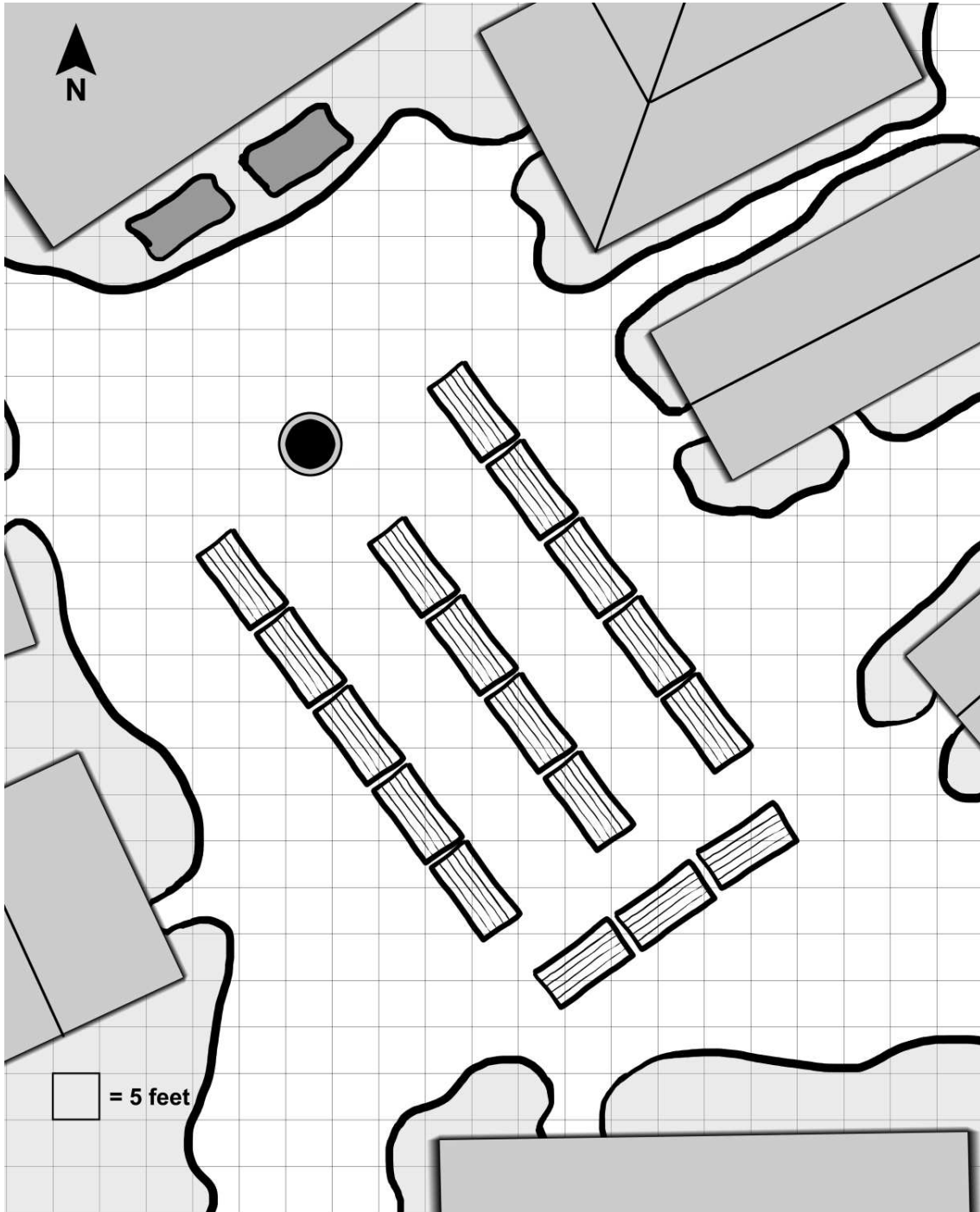
APPENDIX: VILLAGE OF PARNAST MAP



APPENDIX: THE LONELY MOOR MAP



APPENDIX: THE FEAST MAP



RESULTS CODE: SEPTEMBER - OCTOBER 2016

If you are DMing this adventure during the months of September - October 2016, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

