



GIANT DIPLOMACY

SEER has learned of an attempt to intimidate Gralm, an ettin, and his followers into joining Bad Fruul's army. HSING comes forth to communicate that she wants you to see if you can find some way to either insure Gralm remains neutral, or to encourage the creature to challenge Bad Fruul to single combat in the hopes that he might wrest control of the hill giant's forces and turn them back from Parnast.

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



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INTRODUCTION

Welcome to *Giant Diplomacy*, 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 4th-level characters. Characters outside this level range cannot participate in this adventure. A player with an ineligible character can create a new 1st-level character or use a pregenerated character.

This adventure starts in Parnast and then moves between The Lonely Moor and the Forgotten Forest.

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 4th-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.

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

Parnast, a small town in the Greypeak Mountains, has been having increasing problems with minions of the ettin Gralm. His minions have been growing stronger and more frequently raiding the lands surrounding Parnast. Gralm's minions have also been taking resources from the Forgotten Forest, making the local fey warier of hunters, gatherers, and travelers from Parnast.

The hill giant Bad Fruul, knows of Gralm's increasing power and wishes to intimidate Gralm and his followers into submission.

ADVENTURE OVERVIEW

This adventure consists of five parts, as follows:

Introduction. The adventurers meet with the pseudodragon Hsing, Seer's emissary, to discuss their travel to The Lonely Moor. The goal of the adventurers will be either to get Gralm to challenge Bad Fruul in single combat or, at the very least, not join Bad Fruul's army.

Part 1. The Forgotten Forest. The adventurers are ambushed by a group of goblins and hobgoblins. If the adventurers are defeated, they are taken to Gralm's lair as offerings.

Part 2. Fey Magic. On the way to Gralm's lair, the adventurers pass through a shortcut in the Feywild.

Part 3. Gralm, Ettin at Large. The adventurers must negotiate with Gralm. He is resistant due to the increasing fey population and his inability to get restful sleep. Gralm invites the adventurers to impress him during a series of contests with the ogre

Grindle. Depending on their success, Gralm agree to sign one of two contracts with the adventurers if some local fey are dealt with.

Part 4. Fight or Fight. The adventurers have the option to hunt down one of two sets of fey.

ADVENTURE TIMING

The adventure is designed for **2 hours of play**. Use the table below to budget your time, adjusting the pace as necessary to keep on schedule. In a large public event, you'll need to keep an eye on the clock.

Encounter	Estimated Time
<i>Introduction</i>	10 mins (social)
<i>The Forgotten Forest</i>	30 mins (combat)
<i>Fey Magic</i>	15 mins (social, exploration)
<i>Gralm, Ettin at Large</i>	10 mins (social)
<i>To Out-giant a Giant</i>	15 min (social)
<i>Fight or Fight</i>	30 mins (combat)
<i>Conclusion</i>	5 mins (social)

A powerful spymaster, SEER, sends her emissary, pseudodragon HSING, to hire a group of adventurers to travel from Parnast to The Lonely Moor and seek out Gralm.

ADVENTURE HOOK

The characters find themselves in Parnast, eager for adventure and likely coin, as well. Their reasons for being here are their own, but consider the following hooks:

The Hunt for Employment. The characters have been personally invited by a fine scroll with a sealed crane sigil. The scroll includes a map and an offer of employment in the city of Parnast just north of the Black Road before it heads into the Anauroch Desert. Once there, await further instructions in the Golden Tankard, the village tavern. Give the players **Player Handout 1**.

I See What You've Done There. Because of their previous work in the village of Parnast, the characters receive a scroll sealed with the image of a crane instructing them to return to Parnast and await further instructions in the Golden Tankard, the village tavern.

Faction Assignment (Zhentarim). Oblivillish (found in Part 1), a contact for the Zhentarim faction, has not been heard of for many moons. A fine scroll sealed with a stamped gold coin states their wish to check on Oblivillish's well-being and assist him in any way possible. Give any relevant players **Player Handout 2**. Members of the Black Network must ensure that Oblivillish survives and either exacts his

revenge upon the satyr, Blassios, or finds redemption for his past misdeeds.

INTRODUCTION

Expected Duration: 10 minutes

Read or paraphrase the following after the players have had a chance to read their respective handout:

You easily find The Golden Tankard. Ragnar Redtooth, the dark-haired burly bar owner, immediately recognizes you, and escorts you to one of the few private sitting rooms at the small establishment.

Also seated at the table is a dusky, half-elven Rashemi man. He smooths his neat mustache before gesturing to a dozing gold pseudodragon, curled tidily around his neck.

"They have arrived, Hsing; wake up." The man says, shrugging his shoulders to jostle the sleeping creature. "For those of you who have not met me, I am Azam, and this is my patron, Hsing. Thank you for coming. This mission is of the utmost importance. Tell me about yourselves."

Allow the players to introduce their characters.

"Some of you may have heard of the ettin, Gralm. The ettin's goblin and hobgoblin minions have been causing no end of problems for travelers on the Black Road. We have received word that Bad Fruul, a particularly worrisome hill giant, plans to cow Gralm into submission. This cannot happen. Perhaps you are familiar with the phrase, the enemy of my enemy is also my friend...?"

ROLEPLAYING HHING

Hsing has been around a long, long time. However, while he seeks those who are insightful and direct, Hsing is distracted and speaks in vague, cryptic riddles. He is also quite lazy and his preferred place is curled up around someone's shoulders. Although he is blind, he has very well developed hearing and an acute sense of smell to help him navigate. Hsing's blindness is not curable.

Quote: "Zzzzzzzz..."

ROLEPLAYING AZAM

Azam has been travelling the Black Road for decades and knows what can make or break a venture. He's been paid well to work with Hsing (and the dragon's mistress), but he does care about the future of the area and is highly concerned if a possible alliance between Gralm and Bad Fruul is not stopped.

Quote: "I need to know that you are willing to do whatever it takes. Think of not just the lives here, but how these events could echo in a greater realm sense."

Hsing has been sent by Seer to ensure that the characters stop the alliance of Gralm and Bad Fruul, ideally convincing Gralm to challenge Bad Fruul. He

has worked with Azam in the past and is confident in the latter's ability to hire the correct team for the task.

Azam presents the characters with the following information as part of his bid to hire them. Hsing has every appearance of snoozing peacefully during the discussion, and says nothing—even if directly asked.

- Gralm's realm is in The Lonely Moor which is a tenday away through the Forgotten Forest. However, urgency is of the utmost importance because it is unknown when Bad Fruul will make his move.
- The Forgotten Forest is known for a high population of fey creatures. Many, but not all, have become hostile towards travelers from Parnast because of the scarcity of food.
- Gralm's forces consist of mostly goblins and hobgoblins.
- Rumor has it Gralm has been hunting down many of the local fairy creatures and not just because of food shortages.
- The characters are given two scrolls with the intention that Gralm will put his mark on one as proof of a successful pact—one states that Gralm vows not to align with Bad Fruul, the other states that Gralm vows to challenge Bad Fruul to single combat. They are also given vague (but sufficient) directions to Gralm's domain.
- If the characters can get Gralm to sign either scroll, Azam promises them a 100 gp reward.

Characters that succeed at a DC 12 Intelligence (Nature) check know that *fey crossings* might be present in the Forgotten Forest, making the journey unpredictable. Characters succeeding on this check make any Wisdom (Perception) check related to *fey crossings* in Part 1 with advantage.

Following the meeting, Hsing flies off to report back to the Seer and Azam waits for the characters's return.

TREASURE

A character succeeding on a DC 12 Charisma (Persuasion) check manages to secure a 25 gp advance from Azam.

If at least one of the adventurers has the **Defenders of Parnast** story award from DDAL05-03 *Uninvited Guests*, they are given a *potion of healing*. If none of the characters have the **Glory before Goodwill** story award and at least one of them has **Defenders of Parnast** story award, they instead receive a *potion of healing* and a *potion of greater healing*.

PART 1. THE FORGOTTEN FOREST

Expected Duration: 10 minutes

During this encounter, the adventurers are ambushed by minions of Gralm. However, one of the minions is a fairy, Oblivillish; he is in disguise and been unwillingly convinced to fight with Gralm's minions. Oblivillish is a servant of Prince Thornacious, a sprite from DDAL05-03 *Uninvited Guests*. Following the combat, the adventurers have the option to befriend Oblivillish and enlist his help getting through The Forgotten Forest.

If a player asks about searching for *fey crossings* or search while they travel, a successful DC 18 Wisdom (Perception) check reveals the outlines of the hidden portals to the *fey crossing* during the fight. Remember that any player that succeeded at a DC 12 Intelligence (Nature) check in the previous encounter has advantage on this check.

Have the players set a marching order for their long trek to The Lonely Moor and then read the following:

The weather on your journey through The Forgotten Forest has transitioned from slightly overcast to light drizzle to raging thunderstorm. Around midday, the storm abruptly stops, the clouds break and the blinding sun emerges, making it almost as hot as the desert of Anauroch. Several snarling goblins emerge on the road before you, led by a hobgoblin wielding a gleaming greatsword.

"MOOOHHHHMMMM" the leader screeches as they move to attack. Roll initiative.

GENERAL FEATURES

The area has the following general features:

Lighting. Even though the forest has a lot of foliage, it is extremely (one might say unnaturally) sunny, so the lighting is bright.

Terrain. The rough dirt path is 15-foot wide. Any terrain in the forest is difficult and there are scattered trees that block terrain.

Fey Crossings. Several of the trees near where Oblivillish is hiding have faint outlines to hidden portals that lead to *fey crossings*. A successful DC 18 Perception (Wisdom) check reveals them. Touching a door during the combat causes one of the following effects (feel free to add more effects):

FEY CROSSING EFFECTS

1d6	Effect
1	The creature is transported six seconds into the future, leaving only a pile of fine dust! The creature reappears in the space it left at the end of its next turn.
2	The creature regains 2d4 + 2 hit points. If the creature is at its maximum hit points, it gains 2d4 + 2 temporary hit points.
3	The creature's skin becomes translucent and it becomes vulnerable to bludgeoning, piercing, and slashing damage for the next 1d10 hours.
4	The door casts shocking grasp on the creature touching it (+5 to hit, 2d8 lightning damage and the target can't take reactions until the start of its next turn).
5	The creature is <i>polymorphed</i> (no saving throw) into a chicken (same statistics as an eagle) until the start of its next turn.
6	A 15-foot wide cloud forms above the creature and begins to hail meat or cheese (determined randomly) upon the creature for the next hour. The unusual hail creates an area of difficult terrain in a 5-foot radius around the creature.

Stepping onto the forest path are four **goblins** lead by **Mohm** (a **hobgoblin captain**). **Oblivillish** (a **pixie**) hides nearby—disguised as a goblin spellcaster.

These are Gralm's minions, and have been sent to hunt down fey creatures and any travelers from Parnast that they happen upon. While Mohm fights to the death, his cronies can be intimidated into surrendering or flight if too many of their number are slain.

Use Oblivillish to make the fight more interesting--feel free to have him fight half-heartedly as he is not fully committed to Gralm's cause. A character succeeding on a DC 11 Wisdom (Perception) check notices that he is wearing a particularly well-made disguise. Important: a character succeeding on a DC 11 Wisdom (Insight) check notices that he appears to be an unwilling combatant.

ADJUSTING THE ENCOUNTER

- **Very Weak:** Replace the **hobgoblin captain** with a **goblin boss**.
- **Weak:** Remove two **goblins**.
- **Strong:** Add two **goblin bosses** and a **hobgoblin captain**.
- **Very Strong:** Add two **goblin bosses** and two **hobgoblin captains**.

TREASURE

The goblins have a total of 5 gp between them. Mohm's greatsword is quite well-made and is emblazoned with the symbol of Annam the All-Father (two hands with wrists together) and worth 50 gp.

Oblivillish wears a silvered double-helix chain worth 15 gp.

DEVELOPMENTS

After the combat, if Oblivillish is spared, he may prove to be a valuable ally later in the adventure. If Oblivillish is slain during the battle, any members of the Zhentarim are unable to complete their faction assignment.

ROLEPLAYING OBLIVILLISH

The sprite, Oblivillish, is a servant to Thornacious (a fey royalty charged with protecting a part of Weathercote Wood outside Parnast). He is entirely covered in what appears to be heavily-worn leather armor and a mask to cover his features, the only giveaway being his silvered double helix necklace. He does not like Gralm or his associates and begrudgingly works with them because he was cursed by Thornacious (his invisibility malfunctions) for killing a stag (he was hungry!) and did not know who else to turn to. He is mostly melancholy, full of sighs, but willing to grudgingly help the party.

Oblivillish is a contact for the Zhentarim Faction. He is in charge of reporting the actions of Thornacious, but only admits this to someone in his faction.

Quote: *"If you think that might work we could try it but I don't really know it's your life..."*

Once the characters are ready, proceed to Part 2, below.

PART 2. FEY MAGIC

Expected Duration: 20 minutes

The adventurers enter a shortcut through the Feywild to reach The Lonely Moor. Inside the *fey crossings* is Pandi, a fey spirit dog, who wants them “play” by solving several puzzles. If the players seem disinterested by the puzzles, feel free to let the adventurers use ability or skill checks to proceed.

EGAD! INGRESS AND EGRESS

After you have gathered yourselves from the combat, a nearby tree flickers and glows more brightly than the others with an iridescent blue flame. It almost beckons you to approach, as if it knows you need to quickly travel somewhere. An outline shaped like a door lights up. Could this be an entrance to the Feywild? Time is short. A shortcut could make the journey shorter.

1. GETTING IN IS EASY ENOUGH

If Oblivillish is with the party, include the following:

“That better not be what I think it is... The Forgotten Forest is trying to help us but why does it always do this? I’ll bet a fistful of fire ants that door leads to a puzzle room. Well, at least it’s probably a shortcut... hopefully not to our inevitable demise.”

Anyone with the Sage profession can automatically activate the door to the *fey crossings*. It can also be activated by casting any spell of at least 1st level, channeling a ki point, or channeling divinity. A character can figure this out by trial and error or with a successful DC 12 Intelligence (Nature or Arcana) check. If Oblivillish is present, he casts a spell if requested.

Alternatively, a character can activate the door with a successful use of thieves tools DC 15 Dexterity or a quick word or prayer DC 18 Intelligence (Arcane or Religion). Failure results in blue flames lashing out (+5 to hit) and inflict 5 (1d10) fire damage.

2. GETTING OUT IS THE HARD PART

Upon activating the door:

The blue flames in the doorway swirl like a distant galaxy. A friendly, toothy maw coalesces and yips enthusiastically before abruptly disappearing.

Stepping through the gate, you almost lose whatever is left of your mid-day meal and are in a cold, fifteen-foot square room with walls made of blue marble and floors made of plush velvet cushion. You hear disembodied giggles, snickers, and low guffaws.

A small dog with a vibrantly-colored mane appears before you and yelps excitedly in your head.

“Travelerrrrs! Travelerrrrs! I knew YOU would come. I know. I RRRREEEU. I have been so bored. But in order to let you through first we play--word game word game. I’m learning lots of new words now. Tell me what you seek. At this very very moment!”

ROLEPLAYING PANDI

Pandi is a very, VERY bored, excitable fey spirit dog that watches over this crossroads. He always makes any non-fey passing through complete some sort of challenge. He has a feeling that the adventurers are on a journey with a noble purpose, but wants to make sure. Pandi constantly asks the adventurers about their motives, hopes, and dreams. He appears as a *Small* sized hellhound, except his mane looks just like a rainbow and is very cool to the touch.

Quote: “Can we play a game? I want to play a game! Can we? CAN WE!!!”

Pandi want the adventurers to play a word game and guess the word “*Passage*”.

To that end, these are some examples of hints that he gives to the characters. He grows impatient (but no less excited) by wrong answers:

- “What do you seek?”
- “How do you expect do get out of here?”
- “What do you need if you are in danger? Safe...”
- “What’s another name for something really, really, really long—like a hallway?”
- “What gift does a fairy provide?”

If the characters guess the word, Pandi laughs and leaps around the room in joy before continuing to his next game.

“Now for the rrrreal fun!”

Pandi bites at the air and a rainbow of various shapes cascade out of an invisible pocket.

“As rrrue you can, my pawwws arrren’t verry good fur picking up tiny tiny rrrrojects. Isn’t that the saaadest thing everrr? My rrrrooom needs rrrrrrtwork for the rrralls! Will you put these ruetogether to make a picture? For me? Forrr me? For ME? Can you can you?”

This puzzle is a “Tangram.” If you are short on time, the shapes on **Player’s Handout 3a** can be cut out ahead of time.

In order to solve the puzzle, the characters must assemble the smaller puzzle pieces so that they fit in the desired larger shape. There are multiple puzzles to choose from (in case one of the players has participated in the adventure before).

Give the players pieces and a goal shape to assemble from **Player’s Handout 3b**.

If the players seem disinterested in the puzzle, the adventures can make a DC 13 Intelligence group check to correctly assemble the pieces. If the characters assemble the pieces incorrectly, black tentacles lash out to assemble the pieces correctly and then attack the characters (+7 to hit) and inflict 5 (1d10) piercing damage.

The solutions can be viewed at **DM Appendix I. Puzzle Solution**.

When the puzzle pieces are assembled correctly, read the following:

The picture scintillates in a hypnotic pattern and attaches itself to the wall. Pandi howls with joy.

“Is this for me? Rrrreally rrrreally? Have I been a good boy? Well, if this gift is for me then the gift of passage is for you!” Good luck on your journey!”

With another uncomfortable jolt, the scenery shifts and you are outside again. Just over the nearest hillcrest you can see the rise of smoke and hear the occasional drums of a nearby encampment.

The adventurers’ destination, Gralm’s camp, is just over the horizon.

Proceed to Part 3, below.

PART 3. GRALM, ETTIN AT LARGE

Expected Duration: 15 minutes

The adventurers arrive at the lair of Gralm and must negotiate for Gralm to sign one of the two contracts. Emphasize to the players the size of Gralm's gathered host.

Gralm's army is a force to be reckoned with. Your best guess is that his encampment could be heard from at least a mile away. Bonfires billow to the sky. Tents, huts, and various ramshackle buildings blend into one another, as a sea of humanoids busy about. Countless guards patrol the outskirts of the camp. How best to approach...

Allow the adventurers to decide how they want to approach the camp. If Oblivillish is with them, he can be convinced to try to talk to a guard to get passage to Gralm. Without his help, however, the adventurers must convince the guards with a good story or Diplomacy or Intimidate (Charisma), sneak in with Stealth (Dexterity) checks, or even surrender themselves to reach Gralm.

Alter the following text depending on their approach:

You are lead under the glaring and suspicious eye of many a goblin and hobgoblin and was that a hill giant? No, that could not have been a hill giant sleeping under that construction.

Reaching the center hut, if you could you call something thirty feet tall a hut, a flap is opened to reveal a floor made entirely of skulls. Upon a ragged wooden throne sits Gralm, wearing only a simple loincloth and deerskin boots. He stands deliberately and stands only nine feet in height, surprisingly short, but you can feel his immeasurable presence filling the entire room as his four eyes examine you.

"We knew you were coming," smiles the head with fancifully braided blonde hair.

"Shh. Who what interrupt quiet! Arrrrgh." shouts the bald head, fire in his eyes.

"We want to hear them speak. Elaborate. Tell us why we should not devour you."

"No. Less talk. More eat! Hunnnngry. YOU LOUD. MUSIC EVERYWHERE. QUIET."

"Patience. We always have patience. Speak your case posthaste," and Gralm waits.

ROLEPLAYING GRALM

Gralm, an ettin, has two heads.

The blonde, braided head is formal to a t; he speaks and addresses everyone with the utmost intelligence, but he is utterly cold and calculating. He is above average intelligence and wants to make sure he is getting the best deal and upper hand. His voice is slightly higher pitched than the other side.

The bald, fire-eyed head is angry, impulsive, prone to violence (hence, one of the ways he keeps all of his minions in check - fear of retribution). He speaks in the third person and in short jolted sentences with a low rumble to his voice.

Quote: "Tell us in as short a sentence as possible your possible use to our future prosperit-SMASH IT! I wants is dead as a tent nail D-E-D DEADS."

Gralm is willing to listen to the plea from the adventurers but wants to know why he should put his life at risk by challenging Bad Fruul.

During the course of conversation, it may become apparent that Gralm is suffering from sleep problems (due to the encroaching fey) as the balding head constantly complains of noise or fairy music--discoverable through good roleplaying or a successful DC 15 Insight (Wisdom) check. He would very much like all of them eliminated.

Gralm is relatively small in stature, so he realizes that alliances should be made with creatures of all sizes. If the adventurers sound reasonable, he suggests a night of contests to test their worthiness that pit the adventurers against the local ogre Grindle.

TO OUT-GIANT A GIANT

The following scenario is a contest that alternates drinking with "Giant Feats of Strength". Keep a running tally of successes (to see if any of the adventurers can beat Grindle, an ogre). Feel free to allow tactics not accounted for and assign bonuses or penalties dependent on how the players describe trying to perform each task. Grindle stumbles out from under a piece of hut to challenge the adventurers.

ROLEPLAYING GRINDLE

Grindle is a big (for an ogre) at 13 feet tall and believes his great-grandmother was a hill giant. He speaks very broken common and is used to only being awake at night, hence a dislike for bright light. He has an affinity for children, small creatures, and very simple toys (a set of marbles made of pixie and elf bones is hidden in his person). Grindle's "attire" looks like he was rolling around in mud and various building materials got stuck to his skin (thatch, hay, twigs, tiles, etc).

Grindle has a Strength (Athletics) check of +6, and a Constitution saving throw modifier of +3.

Quote: “Grindle best! Drink best. Wrest best. Look best. Grindle best!”

DRINK 1. PIXIE SANGRIA

A creature drinking this sickly-sweet, garnet concoction, must succeed on a DC 7 Constitution saving throw. This is charm effect.

Those that fail find their minds clouded with ethereal bubbles and any saving throws made to avoid further intoxication are made with disadvantage.

CHALLENGE A. PIG-UPS

These giants don’t just herd boars—they perform DEADLIFTS with them! Success is measured by the result of a DC 18 Strength (Athletics) check.

PIG-UPS RESULT

Check	Result
Success	“Doth thou even hoist?!”
Failure	The boar is dropped; take 5 (2d4) bludgeoning damage
Natural 1	As above, and the boar dies.

DM NOTE. Any boars that die are quickly made into food for Challenge C. The Whole Hog, below.

DRINK 2. EVERYDAY ETTIN

A creature drinking this smooth dark ale with hints of orange must succeed at a DC 10 Constitution saving throw. Dwarves and creatures with Orcish heritage make this saving throw with advantage.

On a failure, the imbiber becomes aggressive and rude; all Charisma (Deception or Persuasion) checks are made with disadvantage. Additionally, any saving throws made to avoid further intoxication are made with disadvantage.

CHALLENGE B. GREAT STRENGTH OF FEET

A creature must knock down a brick wall with its bare feet. The creature’s success is measured by the result of a DC 15 Strength (Athletics) check.

STRENGTH OF FEET RESULT

Check	Result
Success	You knock down the wall!
Failure	Pelted by rotten strawberries
Natural 1	Pelted with giant-sized fruit 5 (2d4) bludgeoning damage

DRINK 3. ETTIN GRINDER

This small glass of crème liqueur is mixed with sour juice and drank immediately. Upon drinking it, the

imbiber must succeed on a DC 12 Constitution saving throw or be wracked with debilitating hiccups.

Until the character completes a long rest, any Dexterity ability checks it makes are made with disadvantage.

CHALLENGE C. THE WHOLE HOG

A creature must eat as many boar dogs in 5 minutes as possible. This challenge consists of three successive Constitution saving throws (DC 8, DC 10, and DC 12, respectively). Halflings make this check with advantage. Whomever eats the most wins!

THE WHOLE HOG RESULT

Check	Result
Natural 20	Eat 3d4 boar dogs!
Success	Eat 2d4 boar dogs
Failure	Eat 1d4 boar dogs
Natural 1	Absolutely stuffed. Eat none.

DRINK 4. HARPY’S DREAM

This violent frothing substance, contains the laments of an entire world in one little shot glass. Characters consuming the drink must succeed on a DC 13 Constitution saving throw or be faced with the possibility of going mildly mad. A character succumbing to the drink must succeed on a DC 11 Charisma saving or develop a severe phobia of alcohol until the character completes a long rest.

DEVELOPMENT

A character with the A Giant Challenge story award earned in DDAL05-03 *Uninvited Guests*, that acts in spirit of the contest (i.e., does not use any magic or magical abilities), and succeeds in more than half the checks for this contest, this interaction satisfies the story award’s objective of befriending a Huge humanoid.

If any of the adventurers best Grindle, he pouts for a bit but ultimately congratulates them by pouring an entire vat of Pixie Sangria on top of them.

Depending on how the adventurers interacted with Gralm and Grindle, have their representative attempt a DC 15 Charisma (Persuasion) group check using the modifications found below:

DIPLOMACY VARIABLES

Variable	Result
Each adventurer participating in every round of the contest	Cumulative +1 (maximum +4)
At least one adventurer successfully deadlifting a boar	+2

Discovering Gralm has sleep problems	+2
Preemptively offering to help with the troublesome fey	+3
Any grievous insult or threat	-2 or cancel below Advantage (discretion)
Adventurer winning the drinking contest	Advantage

The result of the character's persuasion check determines Gralm's reception to the character's suggestions regarding Bad Fruul.

THE CHARACTERS ARE SUCCESSFUL

The eyes of the blonde Gralm tighten as the bald one widen.

"We appreciate the proposition you have brought us."

"Eat faeries I hunngerrr."

"Yes. This arrangement shall be amicable. We know that Bad Fruul's power wanes as ours waxes. The time to strike is now. We shall challenge and defeat him, if you bring us the heads of some of the forest creatures who have been plaguing us."

"Sleep. Quiet. I tired. I always tired. Be quiet now."

THE CHARACTERS ARE UNSUCCESSFUL

The eyes of the blonde Gralm consider you apathetically as the bald one's eyes dart about the hut, as if looking for an unseen enemy.

"We appreciate the proposition you have brought us."

"Eat faeries I hungry."

"Yes. We do not find your arrangement amicable, but also do not want to become a pawn of Bad Fruul. We shall agree not to ally with Bad Fruul, if you bring us the heads of some of the forest creatures who have been plaguing us."

"Sleep. Quiet. I tired. I always tired. Be quiet now."

Proceed to Part 4, below.

PART 4. FIGHT OR FIGHT

Expected Duration: 30 minutes

During this encounter, the adventurers run into Blassios (DDAL05-03 *Uninvited Guests*), a satyr found in service to Thornacious--the fey lordling who banished Oblivillish. Anyone with A Giant Challenge story award immediately recognize Blassios.

You have been tasked with bringing back the heads of some of the fairy creatures who have been gradually moving more and more of their population onto Gralm's territory.

Eventually, you find a small pond surrounded by an open area and a thicket of trees. Drinking from the pond is a satyr, who is also drinking from a hip flask. A giant eagle with majestic brown and golden wings and an ornamental leaf necklace sits next to him, its head constantly looking towards the sky. This creature does not appear to be the type to cause the mischief that has been plaguing Gralm, but in the fey world looks can be deceptive.

If Oblivillish is with the party, add:

"That's him!" screeches Oblivillish. "That blasted Satyr Blassios is the reason I was banished from Thornacious's service! We should attack – now!!!" Hearing the squeals, the satyr drops his flask and looks up in confusion.

A successful DC 12 Wisdom (Nature) check reveals that giant eagles are typically good-aligned creatures. Any druid or ranger makes this check with advantage.

Oblivillish seeks revenge upon Blassios for his banishment (Blassios was the one who drunkenly revealed to Thornacious that Oblivillish killed a stag—obviously, a big no-no).

If not attacked, Blassios suggests that he might seek redemption by dealing with some "vicious stag-eating carnivores" that have been in the company of some "dastardly unseelie fey who cheat at cards and sing and strum at all hours of the day and night."

ROLEPLAYING BLOSSIOS

Blassios is usually quite quiet unless he has had a bit to drink. He carries a wide selection of faerie spirits (from Royal Ruby Forget Me Forever wine to Miranda's Mildly Mind Erasing Mulled Mead to the never mentioned Goblin Grog). He is fairly easy going and laid back.

Quote: "...we could have a quick drink, if you like..."

If the characters attack Blassios proceed to Fight A. If the party proceeds to attack the unseelie fey proceed to Fight B.

A. TAKIN' IT TO BLOSSIOS

The Satyr throws down his flask, licks a bit of ruby wine dripping from his lips, lets forth a low growl, "Aid me spirits!" The eyes of the eagle glean with excitement, eager for a fight.

Lighting. The Lonely Moor has normal light.

Terrain. Stepping outside the clearing is difficult terrain. The pond is fifteen feet wide and the same depth at its deepest point.

Random bits of terrain are swampy (difficult). These only take up one in every four or five 5 ft. squares. Blassios and his ally are mostly aware of the location of the swampy terrain.

Upon being attacked, **Blassios** (a **satyr**) and the **giant eagle**, call upon a few forest spirits for aid. Out of the trees step two **dryads** and a **halfling wizard**.

The dryads and the halfling wizard enter combat at the beginning of the second round just outside the clearing. The dryads begin combat having cast *barkskin* on the previous round. They use *entangle* to keep the wizard safe.

TREASURE

Blassios carries a *ring of jumping*. The giant eagle has an ornamental leaf necklace worth 20 gp.

DEVELOPMENTS

After the combat, Oblivillish is extremely grateful for his vengeance. Any characters with the **A Giant Challenge** story reward must remove this story reward.

The adventurers can return to Gralm with their fairy trophies.

ADJUSTING THE ENCOUNTER

- **Very Weak:** remove one **dryads** and the **halfling wizard**.
- **Weak:** remove the **dryads**.
- **Strong:** add two **halfling wizards**.
- **Very Strong:** add two **dryads** and two **halfling wizards**.

B. I UNSEELIE WHAT YOU DID THEN

Blassios leads the adventurers to a clearing and observes the fight. He also encourages sampling of alcohol on the way.

Blassios takes you to a clearing where you can see a group of dryads and seedy halfling men and women playing cards with a large pile of coin in the center. A broken harp lies in pieces next to one of the dryads. Occasionally a heated word escapes from one of them as their eyes search the table, their opponents, and their surroundings in paranoia. The card game has all of them on edge.

Randomly scattered in the clearing are large stuffed animal lions, tigers, and bears that are rotted with age.

Scattered around the card players are an abundance of stuffed lions, tigers, and bears that create areas of difficult terrain.

This ragtag group is an unseelie theatrical group (hence the broken instrument) that has gotten more on edge with each other over the lack of food. Despite appearances, there are only two **dryads** and a **halfling wizard** here. The dryads already have *barkskin* cast. The others “playing cards” are puppets and fall to the ground when combat begins. Any from the troupe that appear as female are actually males dressed as females. A **lion** and a **black bear** prowling in the forest nearby enter the clearing at the beginning of the second round.

TREASURE

If they are successful, Blassios gifts the party with a *ring of jumping*. The giant eagle gifts the party with an ornamental leaf necklace worth 20 gp. The pile of coins that the troupe was haggling over is worth 80 gp.

DEVELOPMENTS

After the combat, Oblivillish is extremely grateful for redemption. Anyone who already had **A Giant Challenge** receives the story award **Satyr Training**.

The adventurers can return to Gralm with their fairy trophies.

ADJUSTING THE ENCOUNTER

- **Very Weak:** Remove the **lion**, **black bear**, and one of the **dryads**.
- **Weak:** Remove one **dryad** and the **black bear**.
- **Strong:** Add two **halfling wizards**, a **lion**, and a **black bear**.
- **Very Strong:** Add three **halfling wizards**, three **lions**, and a **black bear**.

Proceed to Conclusion, below.

CONCLUSION

Expected Duration: 5 minutes

Depending on the success of the previous negotiations, read the appropriate ending.

• **Gralm Will Remain Indifferent to Bad Fruul:**

One of Gralm’s heads cocks slightly to the side and a few stray blond braids fall in his eyes, “You have kept your end of the bargain, small ones. As you entreated, we shall not ally our forces with Bad Fruul.”

He puts a casually scrawled X upon the contract and tosses it at your feet.

“Eat eeee I HUNGGEER. The bodiessss. NOW!!!”

“Silence! At least we shall have silence. And sleep. Excuse yourself from our field of vision before we change our mind.”

You have done the best you can, but was it enough to keep the safety of the nearby areas? Only time will tell.

• **Gralm Will Attack Bad Fruul:**

One of Gralm’s heads cocks slightly to the side and a few stray blond braids fall in his eyes, “You have kept your end of the bargain, small ones. As you entreated, we shall challenge the foolish Bad Fruul.”

Gralm writes his name with the utmost precision upon the contract and tosses it at your feet.

“Eat eeee I HUNGGEER. The bodiessss. NOW!!!”

“Silence! We shall have silence. And finally sleep. Later. Tonight. But first, in remembrance of your show of power, little creatures, we shall feast. Join us once again before you strike off back to your homelands.”

You have done the best you can, but will Gralm be able to defeat Bad Fruul? Only time will tell.

If the adventurers successfully negotiate for either contract with Gralm, they receive the Story Award **Defenders of Parnast**. If they had **Glory Before Goodwill**, this instead allows them to cross off that Story Award.

If the adventurers successfully negotiate for Gralm to challenge Fruul in single combat and they already had **Defenders of Parnast**, they replace that story award with the **Greater Defenders of Parnast** story award.

If they have **Glory Before Goodwill**, replace that story sward with the **Defenders of Parnast** story award.

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
Goblin	50
Goblin Boss	200
Hobgoblin	100
Hobgoblin Captain	700
Royal Pixie	50
Satyr	100
Dryad	200
Giant Eagle	200
Halfling Wizard	450
Black Bear	100
Lion	200

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Navigating the Feywild	50
Getting Gralm to sign a Contract	100

The **minimum** total award for each character participating in this adventure is **1,275 experience points**.

The **maximum** total award for each character participating in this adventure is **1,700 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
Goblin Treasure	5
Emblazoned Greatsword	50
Silvered Helix Necklace	15
Ornamental Leaf necklace	20
Gambling Pile of Coin	80
Quest Reward	100

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.

RING OF JUMPING

Ring, uncommon (requires attunement)

This ring is made of interlocking pieces of animal chitin. When activated, it creates a loud, chirping sound; similar to that of a cricket that can be heard 100 feet away. A description of this item can be found in **Player Handout 4**.

POTION OF HEALING

Potion, common and uncommon

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

POTION OF GREATER HEALING

Potion, uncommon

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

RENOWN

If the adventurers successfully negotiate for Gralm to challenge Fruul to single combat, they receive **one renown point**.

Members of the Zhentarim who rescue Oblivillish and make peaceful contact with him receive **one additional renown point**.

STORY AWARDS

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

Satyr Training. Prince Thornacious has heard more of your great deeds through his servant Blassios. The latter invites you to come on a “vision quest” with him in the Forgotten Forest. If you do, you may spend 5 downtime days to engage in revelry and seeking out your inner self. Once, if you fail a saving throw against poison, you may call upon your fey teachings to succeed on the saving throw, instead.

Defenders of Parnast. You have helped forge a treaty between the city of Parnast and the Ettin Gralm. Citizens will buy you a drink or meal and many toast to your name.

Greater Defenders of Parnast. You have shown your selflessness time and again to the citizens of Parnast. While in Parnast, everyone opens their doors and pantries to you offering a 10% discount on goods and healing services.

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

This section is provided to the Dungeon Master to help keep track of the various NPCs present in the adventure.

Azam (Ah-ZHAM). A merchant, caravan master, and member of the Lords' Alliance. Azam travels with the characters throughout the adventure.

Hsing (SING). A pseudodragon that serves as the ally of a Lords' Alliance spymaster. He appears to make sure the right adventurers join Azam to end up in Parnast, where they are needed for future movements against the threat of the giants.

Pandi (PAHN-dee). An almost ethereal fey spirit dog who loves to play games. He guards many fey crossings and appears as a small hellhound with a rainbow mane.

Oblivillish (Oh-BLI-vil-lish). A sprite and former servant of Thornacious, who is seeking redemption for killing a stag. Currently begrudgingly working with minions of Gralm.

Gralm (GRAHLM). An ettin that lives in The Lonely Moor with a huge following. One head (the blonde) is well-spoken and calculating; the other head (bald with fiery eyes) is prone to destructive rage and primal urges.

Grindle (GRIHN-dihl). An ogre that believes he is descended from a hill giant and lives in The Lonely Moor under Gralm's service. He is their champion drinker and eater.

Blassios (BLAH-zee-ohs). A satyr that is sometimes in the company of Thornacious. He is kind and caring and concerned about fellow sprites, but also very caring about his spirits.

APPENDIX: MONSTERS/ NPC STATISTICS

BLACK BEAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

DRYAD

Medium fey, neutral

Armor Class 11 (16 with barkskin)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: druidcraft

3/day each: entangle, goodberry

1/day each: barkskin, pass without trace, shillelagh

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Club. Melee Weapon Attack: +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending

the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

HALFLING WIZARD

Small humanoid, neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 22 (5d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Skills Perception +1, Arcana +5, Stealth +4

Senses passive Perception 11

Languages Common, Halfling, Sylvan

Challenge 2 (450 XP)

Lucky. When the halfling wizard rolls a 1 on an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

Halfling Nimbleness. The halfling wizard can move through the space of any creature that is of a size larger.

Naturally Stealthy. The halfling wizard can attempt to hide even when obscured only by a creature that is at least one size larger than it.

Spellcasting. The halfling wizard is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The fey wizard has the following spells prepared:

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

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

2nd level (3 slots): *invisibility, misty step*

ACTIONS

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

GIANT EAGLE

Large beast, neutral good

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Eagle, understands Common and Auran but can't speak them

Challenge 1 (200 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The eagle makes two attacks: one with its beak and one with its talons.

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

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

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Goblin Boss

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

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

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

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

HOBGOBLIN CAPTAIN

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 55 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. Note the hobgoblin captain is wearing the *bracers of archery*.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

LION

Large beast, unaligned

Armor Class 12

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The lion has advantage on Wisdom (Perception) checks that rely on smell.

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

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

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

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

OBLIVILLISH, ROYAL PIXIE

Tiny fey, neutral

Armor Class 17

Hit Points 14 (5d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	24 (+7)	10 (+0)	12 (+1)	14 (+2)	17 (+3)

Senses passive Perception 16

Languages Common, Goblin, Sylvan

Challenge 1/2 (50 XP)

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

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*

1/day each: *confusion*, *dancing lights*, *detect evil and good*, *detect thoughts*, *dispel magic*, *entangle*, *fly*, *phantasmal force*, *polymorph*, *sleep*

ACTIONS

Cursed Invisibility. The royal pixie magically turns invisible for 1d4+1 rounds and then cannot activate this ability again for 1d4+1 rounds. Any equipment the pixie wears or carries is invisible with it.

Pixiebow. *Ranged Weapon Attack:* +7 to hit, range 40/240 ft., one target. *Hit:* 4 (1d3+2) piercing damage.

Heart Sight. The Royal Pixie 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.

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

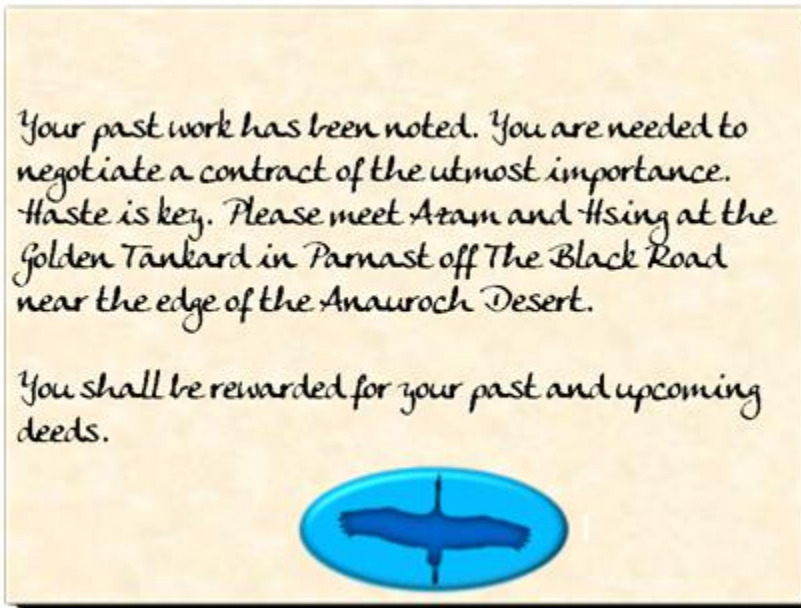
Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

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.

PLAYER HANDOUT 1. THE SCROLL

A fine scroll sealed with a crane sigil was delivered to you. You have been personally invited by a mysterious SEER to go to Parnast in the Anauroch Desert. A map is included.



PLAYER HANDOUT 2. SPECIAL RESCUE

A delicate scroll stamped with a gold coin was found mysteriously on your person.

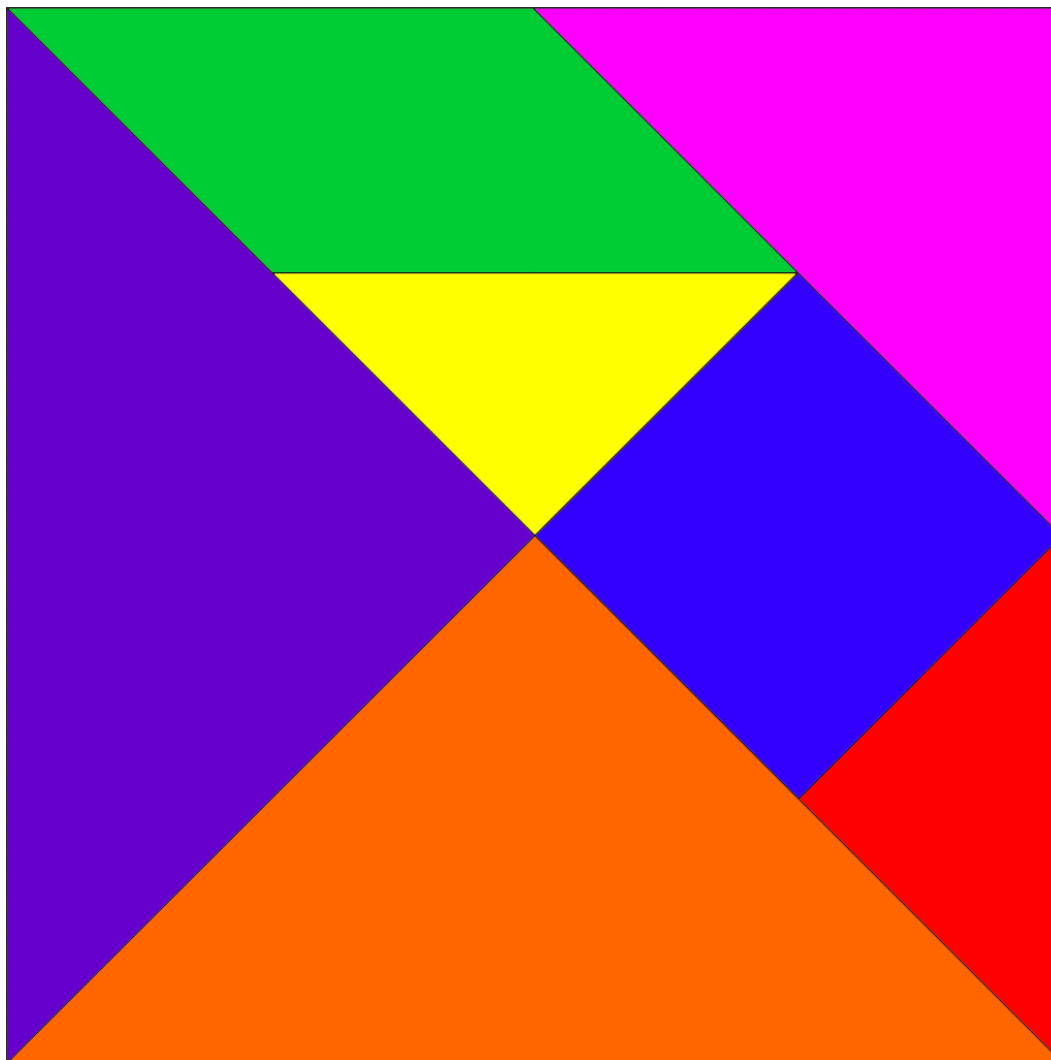
Kin;

We have lost contact with one of our Relatives in the Forgotten Forest. He was in service to Thornacious, a Royal Fairy Prince. We fear the Prince may have discovered his true purpose or he may have been captured by some of the local goblinoids. If you see him, please renew contact and ensure he returns to Thornacious.

Your Family

PLAYER HANDOUT 3A. PUZZLE PIECES

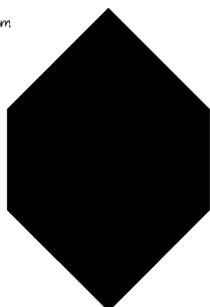
These are the puzzle pieces presented that the characters must use to create the various shapes presented in Player Handout 3b.



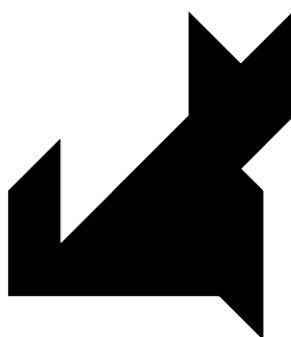
PLAYER HANDOUT 3B. PUZZLE GOALS

These are the shapes that the characters must form with the puzzle pieces found in Player Handout 3, below.

Puzzle Gem



Puzzle Cat



Puzzle House



PLAYER HANDOUT 4. RING OF JUMPING

RING OF JUMPING

Ring, uncommon (requires attunement)

While wearing this ring, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so. This item can be found in the *Dungeon Master's Guide*.

This ring is made of interlocking pieces of animal chitin. When activated, it creates a loud, chirping sound; similar to that of a cricket that can be heard 100 feet away.

PLAYER HANDOUT 5. STORY AWARDS

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

SATYR TRAINING

Prince Thornacious has heard more of your great deeds through his servant Blassios. The latter invites you to come on a “vision quest” with him in the Forgotten Forest. If you do, you may spend 5 downtime days to engage in revelry and seeking out your inner self. Once, if you fail a saving throw against poison, you may call upon your fey teachings to succeed on the saving throw, instead.

DEFENDERS OF PARNAST

You have helped forge a treaty between the city of Parnast and the Ettin Gralm. Citizens will buy you a drink or meal and many toast to your name.

GREATER DEFENDERS OF PARNAST

You have shown your selflessness time and again to the citizens of Parnast. Everyone opens their doors and pantries to you and you can buy goods and healing services with a 10% discount while in Parnast.

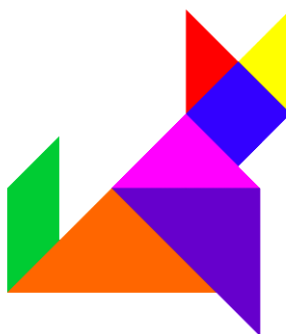
DM APPENDIX 1. PUZZLE SOLUTIONS

These are the solutions to the puzzles presented in Player Handout 3a and 3b.

Puzzle Solution



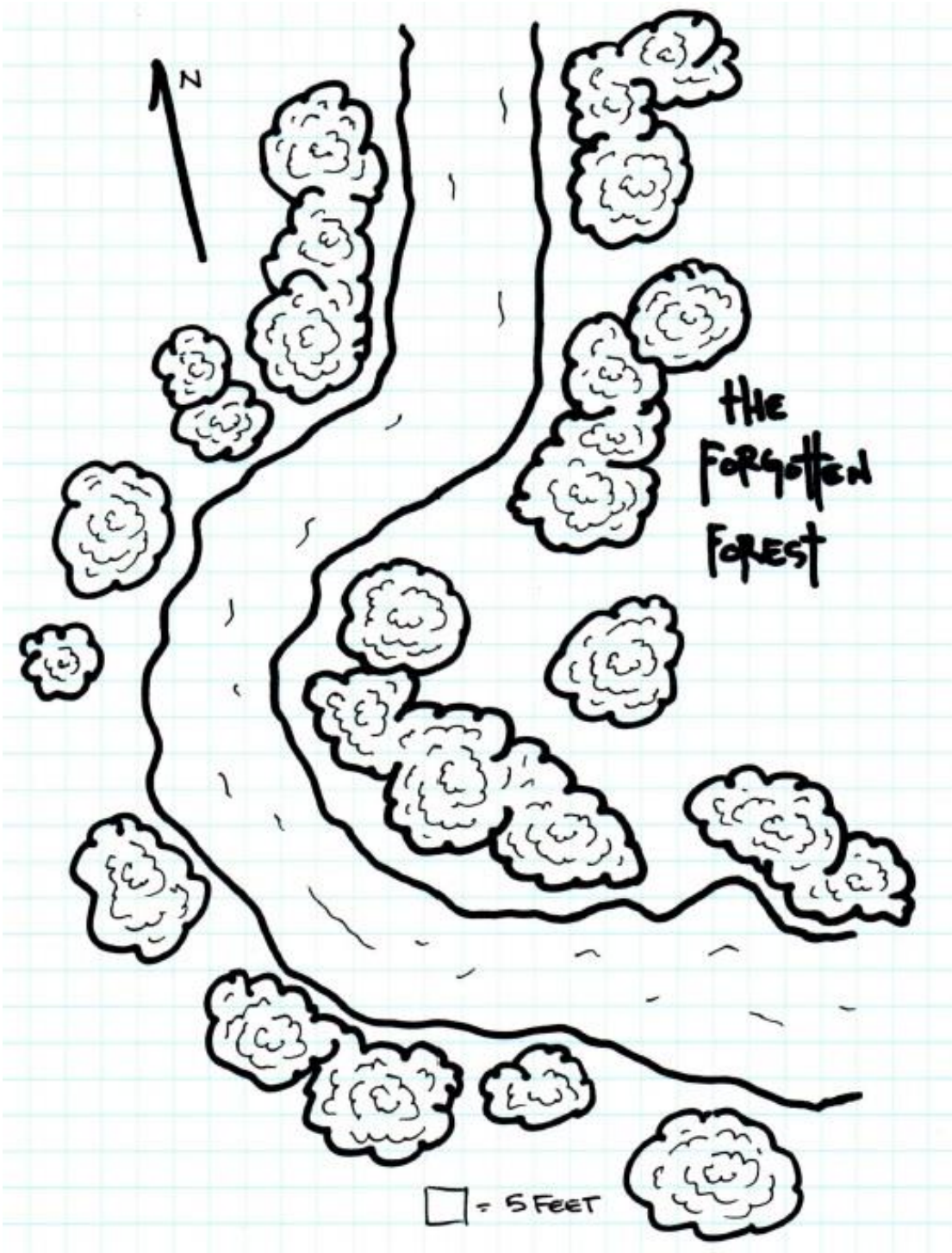
Puzzle Solution



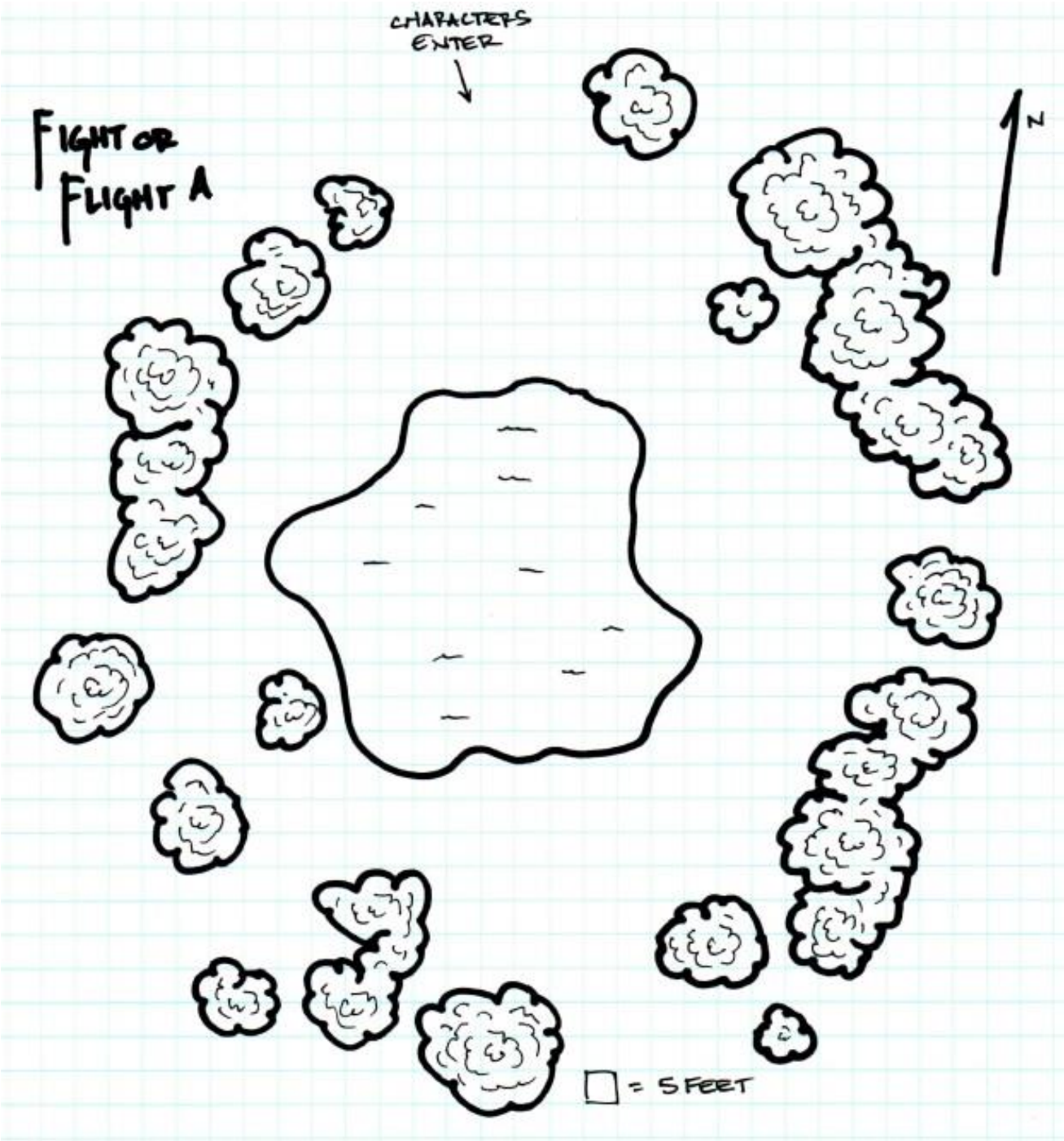
Puzzle Solution



APPENDIX. THE FORGOTTEN FOREST MAP



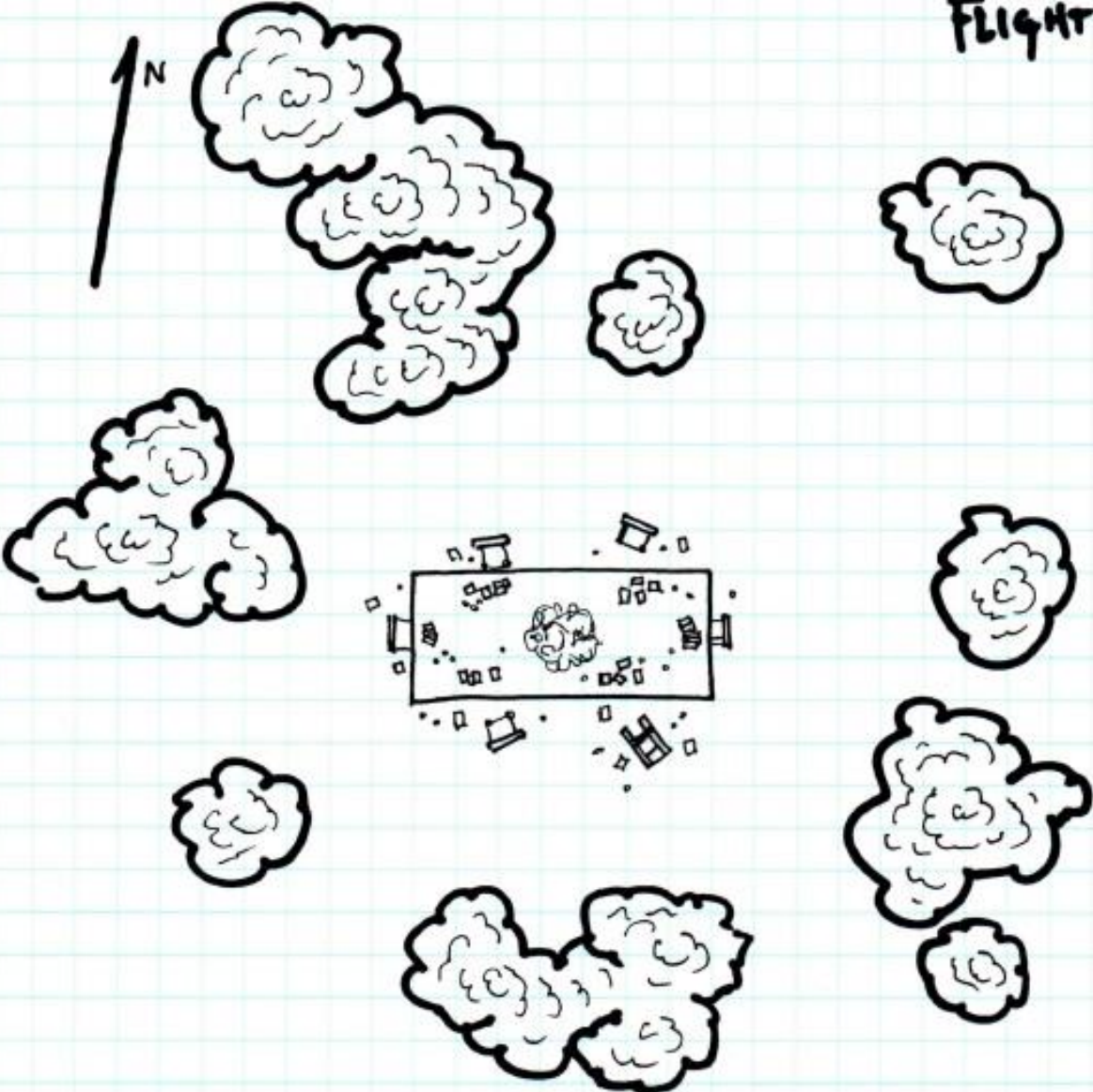
APPENDIX. FIGHT OR FLIGHT MAP A



APPENDIX. FIGHT OR FLIGHT MAP B

□ = 5 FEET

FIGHT OR FLIGHT B



RESULTS CODE: DECEMBER – JANUARY 2017

If you are DMing this adventure during the months of December – January 2017, 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.

