



THE GHOST

Old hatreds die hard, but sometimes it is necessary to set aside petty, personal disagreements for the greater good. The hag, Jeny Greenteeth, is wise and may prove instrumental in the troubles that lay ahead. Your task will not be easy, however; the dark forces of Barovia have agents everywhere, and eyes from beyond the grave no doubt watch your every move.

Part Six of Misty Fortunes and Absent Hearts.

A Four-Hour adventure for 1st-4th level characters



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Introduction

Welcome to *The Ghost*, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the Misty Fortunes and Absent Hearts storyline season.

This adventure is designed for **three to seven 1st-4th level characters**, and it is optimized for **five 4th-level characters**. Characters outside this level range cannot participate in this adventure.

This adventure is set in the snowy forests outside the village of Orasnou in Barovia.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. 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 continues their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

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.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

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. 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, 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.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

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 to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience 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. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. 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
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

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.

Help From Who!?

For the current storyline season, *Curse of Strahd*, the rules for spellcasting services are changed for characters adventuring in Barovia. In Strahd's bleak domain, there simply aren't any settlements where spellcasters can accommodate such needs, and those places of worship that might otherwise provide spellcasting services are overrun with monsters. As such, unless otherwise detailed in an adventure, the only individual able to provide spellcasting services is **Jeny Greenteeth**. This will no doubt lead to some uncomfortable situations and unforeseen consequences.

Refer to Page 7 of the *Adventurers League Dungeon Master's Guide* for more details.

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 (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	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

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.

However, no religions have established places of worship here of sufficient size to provide spellcasting services. Because of this, characters with the Acolyte background gain no benefit from this trait.

Character Disease, Death, and Recovery

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

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

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.

Resurrection Madness

In Barovia, the souls of the dead are as trapped as the souls of the living. They become caught in the mists and can't travel to the afterlife. When a humanoid who has been dead for at least 24 hours returns to life, either by way of a spell or some supernatural means, it gains a random form of indefinite madness brought on by the realization that its spirit is trapped in Barovia, likely forever. To determine how this madness is expressed, roll on the Indefinite Madness table in chapter 8 of the *Dungeon Master's Guide*.

Vampirism and Lycanthropy

Vampires and lycanthropes are not included in the allowed rules for character creation or advancement (see the *D&D Adventurers League Player's Guide*). These conditions grant characters powers and abilities that are not suitable for organized play, and typically impose a restricted or prohibited alignment. As such, characters afflicted with vampirism or lycanthropy must have the affliction cured before the start of their next episode or adventure.

Afflicted characters have the following options:

- Lycanthropes can be cured with a *remove curse* spell. This spell is available as a spellcasting service for 90 gp (though Jeny Greenteeth might have additional requirements; see "Spellcasting Services" later in this guide).
- Vampires can be cured by a *wish* spell cast by a fellow player character (*wish* is not available as a spellcasting service). Alternatively, a vampire character can be slain and returned to life with *raise dead*, at the normal cost of 1,250 gp. If a character chooses to end a vampiric curse in this manner, the Dark Powers (see Page 8, *Adventurers League Dungeon Master's Guide*) **do not** offer a free *raise dead*, though Jeny Greenteeth might be willing to make a deal (see "Spellcasting Services" earlier in this guide).

An afflicted character who does not end his or her curse is retired from play until able to do so by one of the means above, or through the application of DM rewards to the character.

The Demiplane of Dread

This adventure is set within the *Ravenloft* campaign setting, in the lands of Barovia which exists in the Demiplane of Dread. There are several atmospheric and thematic elements to keep in mind at all times while running your game:

The Land is Bleak

By the will of the Dark Powers, the sun never fully shines in the lands of Barovia. Even during the day, the sky is dimmed by fog or storm clouds, or the light is strangely muted. Barovian daylight is bright light, yet it isn't considered sunlight for the purpose of effects and vulnerabilities, such as a vampire's, tied to sunlight. Nevertheless, Strahd and his vampire spawn tend to stay indoors most of the day and venture out at night, and they are subject to sunlight created by magic.

Winter in Barovia

The winters are cold, wet, and stormy here. The natives of the Demiplane are prepared—well, as prepared as they can hope to be.

The characters, however, are unfamiliar with the realm. Thankfully, the region they came from was experiencing the worst winter in living memory, and are likely to possess winter clothing. If they are not, then, preparations are in order. The village has a single shop called The Hare & Hair where they are able to procure such supplies if they wish.

A dark sentience infuses the very soil, twisting and contorting everything within. In places where you would normally expect wildlife such as deer, rabbits, or squirrels, you instead find wolves, rats, and mangy dogs. Vegetation is rotted and dead, and forests are filled mostly with gnarled, thick trees with bare branches. Colorful, vivacious things simply do not exist.

The Denizens of Oraşnou

Most Oraşnou residents are mundane laborers, farmers, fletchers and other folk who fall under common professions. They typically have gaunt features, as crops often fail to take root, and creatures of the night frequently kill and devour their livestock.

Most are sullen, and often filled with fear, be it from the lands themselves, what lies within them, Lord Strahd, or their own tyrant of a Burgomaster; Ivan Randovich and his cronies.

Be sure to play to the mindsets of these people who live threadbare existences, constantly on the precipice of horror during your roleplaying encounters.

As is the case with most of the denizens of Barovia, most of the people that reside in the village don't possess a soul. These people are empty shells created by Strahd's consciousness to populate his domain. However, about one in every ten people in Barovia are actually possessing of a soul—the souls of the original denizens of Barovia before its transition into the Demiplane. When a being with a soul dies in Barovia, its soul remains trapped until it is reincarnated later. Souls tend to wear clothing with a splash of color or have other features that demonstrate even a small bit of individuality.

Alterations to Magic

The land of Barovia resides in its own demiplane, isolated from all other planes, including the Material Plane. No spell—not even *wish*—allows one to escape from Strahd's domain. *Astral projection*, *teleport*, *plane shift*, and similar spells cast for the purpose of leaving Barovia simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell and the Etherealness feature of incorporeal undead, is the exception to this rule. A creature that enters the Border Ethereal from Strahd's domain is pulled back into Barovia upon leaving that plane.

For the purpose of spells whose effects change across or are blocked by planar boundaries (such as *sending*), Strahd's domain is considered its own plane. Magic that summons creatures or objects from other planes functions normally in Barovia, as does magic that involves an extradimensional space. Any spells cast within such an extra-dimensional space (such as that created by *Mordenkainen's magnificent mansion*) are subject to the same restrictions as magic cast in Barovia.

While in Barovia, characters who receive spells from deities or otherworldly patrons continue to do so. In addition, spells that allow contact with beings from other planes function normally—with one provision: Strahd can sense when someone in his domain is casting such a spell and can choose to make himself the spell's recipient, so that he becomes the one who is contacted.

Cosmetic Spell Modifications

At your discretion, a spell can be modified cosmetically to enhance the horrific atmosphere of Ravenloft. A few examples are presented below:

Alarm. Instead of hearing a mental ping when the alarm is triggered, the caster hears a scream.

Bigby's Hand. The conjured hand is skeletal.

Find Familiar. The familiar is undead instead of being a celestial, a fey, or a fiend, and is immune to features that turn undead.

Find Steed. The summoned steed is undead instead of being a celestial, a fey, or a fiend, and is immune to features that turn undead.

Find the Path. A child's spirit appears and guides the caster to the desired location. The spirit can't be harmed and doesn't communicate.

Fog Cloud. Misty, harmless claws form in the fog.

Gust of Wind. A ghastly moan accompanies the summoned wind.

Mage Hand. The summoned hand is skeletal.

Maze. The surfaces of the demiplane's maze are made of mortared skulls and bones.

Phantom Steed. The steed resembles a skeletal horse.

Rary's Telepathic Bond. Characters linked together by the spell can't shake the feeling that something vile is telepathically eavesdropping on them.

Revivify. A creature restored to life by a *revivify* spell screams upon regaining consciousness, as though waking from some horrible nightmare.

Spirit Guardians. The spirits appear as ghostly, skeletal warriors.

Wall of Stone. A wall created by the spell has ghastly faces sculpted into it, as though tortured spirits were somehow trapped within the stone.

Count Strahd Von Zarovich

Lord Strahd is the Darklord of Barovia. He rules his domain from Castle Ravenloft as Strahd IX; a descendent of Strahd I. In actuality, Strahd I and Strahd IX are the one and the same—a vampire. As a mortal, Strahd fell in love with Tatyana Federovna; the bride of his younger brother Sergei. In his jealousy, Strahd murdered his brother and became the Darklord of Barovia; which was swept away into the Demiplane along with its ruler. Since then, Strahd is cursed to seek incarnations of Tatyana for eternity. NOTE: Strahd is not present in this adventure.

Not Without Humor

The bleak and oppressive landscape must give way now and then to some moments of respite, not only does this break up the taxing mindset that Ravenloft can evoke, but it also provides good chances for horror to sneak back up on players just as they least expect it.

Gothic Horror

This adventure contains scenes that are meant to challenge characters' sanity and unnerve them. As a result, some images may be a bit disturbing, such as the "birth" of the spider swarm in Part 1.

Please warn the players ahead of time that some of them may find the adventure's depictions to be a little extreme. If any players seem sensitive to that, please adjust the depictions accordingly.

Adventure Background

Faerûn, 1383 DR. Cvaal Daoran of Phlan and the dark fey of the Quivering Forest forged a pact that would keep trespassers out of the forest in exchange for the fey's promise to help defend Phlan against invaders. Cvaal's foolhardy son, Talaric, violated the pact in 1456 DR by leading people into the forest. For his transgression, Talaric was slain by the hag Jeny Greenteeth—a powerful unseelie fey who had a part in establishing the pact in the first place.

Later, Jeny would have enough of the meddling humans from Phlan. When a group of woodsmen pursued a member of the Cult of the Dragon into the forest, Jeny withdrew from the pact. Though she wouldn't side with the Cult of the Dragon and the Maimed Virulence (the immense green dragon Vorgansharax), she and the other fey of the Quivering Forest stood idle while Phlan fell under the dragon's onslaught.

Recently, the Mists have pulled a large section of the lands surrounding Phlan into Barovia. As a result, the forest—already dangerous for the unwary—has become even more foreboding. Jeny Greenteeth is more powerful, and the dark fey more aggressive. The Dark Powers have also awakened the ghost of Talaric Daoran, who haunts Jeny and seeks vengeance on all fey for the perceived betrayal of Phlan.

The characters return to the Quivering Forest after their encounter with a tribe of Vistani and a vampire spawn (DDAL04-05 *The Seer*). Needing information about what they need to do to return to Faerûn, they seek advice from the elves of Greenhall and from Jeny Greenteeth, whom they've encountered before (most recently in DDAL04-02 *The Beast* and DDAL04-01 *Suits of the Mists*, respectively).

Adventure Overview

The Ghost consists of three parts:

Part 1: The Hungry Forest. The adventurers encounter a party of nervous elves from Greenhall. The elves seek several villagers who have disappeared in recent days, and the adventurers' presence has put the elves even more on edge. If conflict is avoided and the adventurers aid the elves, they discover a nest of ettercaps, where the captured elves are stored in a grotesque larder. The characters might also encounter a grove filled with corrupted plants and a band of particularly nasty fey creatures.

Part 2: Hagging with a Hag. The adventurers move deeper into the Quivering Forest and find the residence of Jeny Greenteeth, who asks them to rid the forest of a particularly vengeful ghost.

Part 3: A Voice From the Past. The adventurers encounter the ghost of Talaric Daoran and must destroy it or put it to rest. Once done, Jeny provides a warning about the ghost of Graxxygak—Esmæ's Second Obsession.

Adventure Hooks

If the characters begin this adventure from within the *Forgotten Realms* or a setting other than *Ravenloft*, have them be transported to the Demiplane of Dread just outside Oraşnou via an unnaturally thick fog or mist while traveling overland, preferably at night. Proceed to “Welcome to Barovia”, below.

Otherwise, any of the following hooks may justify the party's presence in the stretch of land between the Quivering Forest and the Barovian woods.

Missing Friends. The characters are approached by a confidant and asked to find someone who has gone missing.

- If the characters are still fresh from the events of DDAL04-05 *The Seer*, the Vistani Elias approaches the characters and informs them that Donali has gone missing! The Vistani suggest seeking out the unusual old woman that lives within the Quivering Forest. She goes by the name of Jeny.
- Alternatively, characters that participated in DDAL04-05 *The Seer* recall that they were originally seeking out the Gur, Sybil before encountering the Vistani. Instead of encountering Elias, the characters are simply continuing on their search which has led them to seek out the aid of Jeny Greenteeth—a hag who resides deep within the Quivering Forest.
- Finally, Marku Grelon, the proprietor of the Seven Tables, is anxious over the recent disappearance of several loved ones. In either case, the only clues

are webs and a strange ichor. The characters are told that an old woman named Jeny will likely be able to explain what the ichor is.

The Hag and the Cure. During a previous adventure, one of the characters may have succumbed to an affliction or curse. While the party might not trust Jeny Greenteeth, the green hag is the only creature they know right now with the power to help them. This adventure hook works especially well if this adventure is being played in the same session as another DDAL adventure in which a character contracted a curse (such as lycanthropy).

The Way Home. The adventurers know that they're in a strange, mist-enshrouded land called Barovia. They were in the Quivering Forest when the shift occurred; it might be the best place to find a way back to Faerûn. Against their better judgment, the hag, Jeny Greenteeth, is likely their best hope to figure out what's going on.

Welcome to Barovia

Some characters may be arriving from Faerûn for the first time. For those characters describe a heavy fog bank rolling through their travel path while they are in the Quivering Forest, and when it eventually clears, they are on the outskirts of a small mountain village. It's heavy-handed, but such is the way of the Demiplane.

Any character that participates in this adventure earns **The Demiplane of Dread** story award if they do not have it already. They should be made aware that until this story award is removed, they may not participate in any adventure that does not take place in Barovia.

NOTE: This adventure may touch on some morally dark moments. Please be careful to gauge your player's comfort with such things, and remember that the goal of a *Dungeons & Dragons* game is for everyone to have fun!

Curse of Strahd Adventures

The adventures for the Curse of Strahd Season of Dungeons and Dragons Adventurers League deliver the most impactful experience when played in numeric order (i.e.: 04-01, then 04-02, and so on) but this is not required. Please carefully read the following pages and be prepared to adjust encounters, especially where key NPCs are concerned! Although DM tips may be found in the adventure, they are unlikely to cover every table or situation.

For a *Ravenloft* game, the world itself should be treated with great respect—it is a character unto itself, and the Dark

Powers rarely respond positively to hand-waving and outright dismissal...

Any character afflicted with lycanthropy must receive the benefits of a *remove curse* at the end of this adventure in order to be rid of this horrible affliction. Characters that choose to remain afflicted or cannot afford this spell, become NPCs and are no longer playable in D&D Adventurers League games.

Part 1: The Hungry Forest

Estimated Duration: 3 hours (45 minutes each encounter)

The adventure begins in a cold, dark stretch of the Quivering Forest—a recent acquisition by the Demiplane of Dread.

General Features

The Quivering Forest is a terrifying place under the best of circumstances. The general features of the forest are as follows:

Light. Because of the thick, leafy canopy and the ever-present mist, the forest is dimly lit during the day. During the evening, it's completely dark. The only light is that which the adventurers bring.

Smells. Damp vegetation and, occasionally, rotting meat.

Sounds. The adventurers hear inexplicable sounds—babies laughing, women crying, or men groaning. Here and there, they notice the loud crack of a snapping twig and rustling of brush, as though something large is moving through the forest just out of sight. Occasionally, they hear a wail so full of despair that it may require the characters to succeed on a DC 13 Horror saving throw (see below). Though they might hear the wailing on more than one occasion, the characters shouldn't need to make a Horror saving throw more than once; the wail should be thematic and primarily used to set the environment. This is the wail of the ghost of Talaric Daoran—craving revenge against Jeny Greenteeth.

Fauna. Small creatures, such as squirrels and sparrows, are increasingly rare. Once or twice, the adventurers see mangy, half-starved dogs or even wolves watching them from a distance with glowing eyes, as though sizing up the party's strength. These animals are agents of the hag Jeny Greenteeth, and they quickly report the presence of any strangers to her.

Horror

Horror involves more than simple fright. It entails revulsion and anguish. Often it arises when adventurers see something completely contrary to the common understanding of what can and should occur in the world, or upon the realization of a dreadful truth. In such a situation, you can call on characters to make a Charisma saving throw to resist the horror. Set the DC based on the magnitude of the horrific circumstances. On a failed save, a character either becomes frightened or gains a short-term form of madness that you choose or determine randomly. Use your discretion when determining the effect of a failed horror check. Take your

players into consideration and the activity in which they are participating.

A character afflicted with **short-term madness** is subjected to an effect from the Short-Term Madness table for 1d10 minutes.

Short-Term Madness

d100 Effect (lasts 1d10 minutes)

01-20	The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.
21-30	The character becomes incapacitated and spends the duration screaming, laughing, or weeping.
31-40	The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear.
41-50	The character begins babbling and is incapable of normal speech or spellcasting.
51-60	The character must use his or her action each round to attack the nearest creature.
61-70	The character experiences vivid hallucinations and has disadvantage on ability checks.
71-75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76-80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81-90	The character is stunned.
91-100	The character falls unconscious.

A. Nervous Elves

As they travel, the characters eventually happen across a band of elves from within the forest.

The path before you is clear, and the boughs of the trees are not weighed down with snow. In fact, there seems to be almost no snow at all on these trees. It's as though you reached a point where the snow simply stopped. The chill in the air is just as noticeable, however.

Somewhere in the distance, the song of a woodland bird shatters the silence.

A character that succeeds at a DC 11 Intelligence (Investigation) check recalls that they haven't heard the bird song since arriving in Barovia—unless they count the cawing of a raven. A character who realizes this and succeeds on a subsequent DC 15 Wisdom (Survival) checks notices that the sounds are imitations, and not actual bird song.

Describe the setting and allow the suspense to build as similar, but slightly different, calls can be heard—growing closer each time.

Once the atmosphere has been set, read:

The bird calls stop as suddenly as they began. A moment later, a number of humanoid figures emerge from the cover of the forest, surrounding you.

Three of them carry strung longbows while a fourth wears a long, green cloak of living leaves and carries a long staff of polished, purple wood. A pair of muscular, green-furred hounds pad alongside her—their menacing growls barely audible.

The cloaked elf draws back her hood, revealing the fine features of a female elf. “You do not belong here,” she says in a melodic voice, “Are you yet more manifestations of the wickedness that has befallen our home?”

The female elf is Derali (a **druid**) and she is accompanied by three **elf scouts** and two cooshees (**mastiffs**). All the scouts have longbows drawn and trained on the characters, and the mastiffs are ready to pounce on command.

Cooshee

Also called an elven hound; these huge, long-lived dogs are often found in the company of elves. A cooshee has a greenish coat, mottled with brown patches.

A fearsome opponent, cooshees possess a tremendously loud bark and powerful jaws. It is said that a single cooshee is worth five orcs in the thick of battle.

If asked, the druid identifies herself as Derali. She insists that the adventurers lower their arms and declare their business in the Quivering Forest. Both Derali and her scouts are clearly exhausted; their eyes are gaunt from lack of rest.

If not immediately attacked, Derali provides the following information without hesitation:

- She and the scouts are searching for a family of four elves who disappeared two days ago. The family lived a short distance outside of Greenhall.
- Their home showed signs of a struggle; patches of blood and a strange, greenish liquid—possibly the ichor of a creature—were found within.
- They have been tracking the killers (Derali pats one of the cooshees beside her).

Roleplaying Derali

Derali is a druid in despair. She no longer understands the forest in which she’s lived her entire life. She is tired, suspicious of strangers, and determined not to fail those in her care. She may feel that the land has betrayed her, but she won’t betray her duty. If the adventurers can convince her of their good intentions, she holds on to any hope they offer, treating it like candlelight in the darkness.

Quote: “This place stinks of corruption. Has its stench touched you as well?”

Any adventurer succeeding at a DC 11 Wisdom (Insight) check determines that the elves are suspicious of the characters’s presence in the forest. If confronted with this, the elves state that the cooshees have tracked the creature’s scent in the direction from which the characters arrived from. At this point, Derali wastes no time in asking if the characters are involved in the disappearances.

A character that succeeds on a DC 13 Charisma (Persuasion) check is able to convince Derali of the characters’s innocence. If the characters have treated peacefully with the elves of Greenhall before or suggest that the cooshees be allowed to smell them to confirm they are not the culprits; the check is made with advantage. Attempts to intimidate the elves cause the cooshees to growl menacingly; further Charisma (Persuasion) checks are made with disadvantage.

If, despite their best efforts, the characters are unsuccessful in convincing the elves that they are not to blame for the missing elves, Derali and the others retreat into the forest. They are not done with the characters, though. Throughout the remainder of the adventure, they watch the characters from the safety of the underbrush. Due to their familiarity with the region, any Dexterity (Stealth) check they make to remain unseen and unheard is made with advantage. Elves that are spotted retreat.

Tactics

If the characters attack the elves, Derali seems almost pleased. She shouts “The forest isn’t the only thing that this place has corrupted!” and casts *entangle* on obviously melee-oriented characters before ordering the cooshees (in Elvish) to attack any ranged combatants or spellcasters; though if any characters escape the *entangle*, the cooshees engage them instead. The scouts prefer to fire their bows at restrained creatures from the cover of the forest.

If two or more of the elves are slain, those remaining attempt to flee into the forest. If cornered, they surrender—they fear that the missing family may never be found if they fail at their mission.

Attacking the elves has some repercussions later in the adventure. If dealing with a **strong** or **very strong** party, the elves may even show up at inopportune times during Encounters B, C, and/or D (see below) and take a pot shot or two at the characters before retreating. On initiative count 20 (losing ties), the elves make a **longbow attack** against a single character. The elves shouldn’t make

more than a couple attacks and do so from the cover of the forest.

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

Proceed to Encounter B, below.

Development

If the elves are placated, they inform the characters of the following:

- The forest has changed since the Mists arrived, and not for the better. The forest has become twisted in both form and spirit.
- The sun always hides behind the thick clouds. The animals are different, too—larger and more threatening. Derali's sadness and despair over the forest's plight is plainly evident.
- Some elves have turned antagonistic, or gone mad, since the Mists came. (characters may have encountered such elves in DDAL04-01 *Suits of the Mists*) Many of these elves have been found and are being held in a house of healing back in Greenhall.
- The elves do not know the way out of Barovia.
- They have considered petitioning Jeny Greenteeth, a hag that lives in the area, to see if she knows more but they fear the hag and have so far been hesitant to make the trip. She is wise and powerful, but her assistance often comes with a price.

Derali asks for the characters's assistance in locating the missing elves. She doesn't know what foes they might encounter, and a chance encounter with well-armed, non-hostile adventurers is too fortunate a happenstance to ignore.

Whatever their destination, Derali offers to escort the characters via the safest, most direct path if they agree to help find the missing elves. If the characters agree, proceed to Encounter B, below. If they do not, Derali shakes her head in disappointment and she and her party depart without incident.

XP Award

If the characters treat peacefully with the elves, award each character 100 XP.

B. A Sticky Situation

The trail left by the creatures that snatched the townsfolk leads east. The adventurers (potentially

guided by the elves and their cooshees) eventually happen upon the domain of a group of ettercaps. Read:

As you push your way through a particularly dense clump of undergrowth, the cooshees begin growing.

The smell of death and rot is thick here; so thick you can taste it. In the darkness ahead, thick, long webs stretch dozens of feet from tree to tree—dark shapes moving among the strands. Suspended within them, roughly 30 feet above the ground, you see a massive, gray mass; likely some sort of nest or cocoon, easily 20 feet across. A thick, green fluid drips sluggishly from its bottom.

Without warning, the mass jerks and writhes violently and from within you hear a panicked, muted voice cry out.

In response to the noise, a number of bloated creatures appear from the darker recesses of the web and begin to descend towards you, a mass of spiders following in their wake.

Three **ettercaps** and a **swarm of spiders** descend from the web and engage the characters.

If the elves are accompanying the characters, Derali shouts out "*Chi'thall! To arms!*". Any characters that speak Elvish recognize "*Chi'thall*" as an elven expletive for a rather rude bodily function. More importantly, they distinctly hear the word "No!" also in elvish coming from within the mass in the center of the web.

On their turns, Derali and the other elves move quickly towards the mass. Derali shouts:

"Hold them off! We will try to find a way into the nest!"

The cooshees assist the characters while the elves work to gain entrance into the nest. If more than two characters are reduced to 0 hit points and victory for the characters seems unlikely, the scouts join in the fight.

Terrain: The ground is a mess of webbing and branches; it is treated as difficult terrain. Anyone who attempts to climb the web-covered trees, must succeed on a DC 13 Strength saving throw or be restrained (Escape DC 13).

Adjusting the Encounter

This combat encounter should present a challenge for the characters. Here are recommendations for adjusting it. These are not cumulative.

- **Weak party:** Replace the **ettercaps** with **giant wolf spiders**.

- **Weak party:** Replace an **ettercap** with a **giant wolf spider**. The webs do not provide half-cover.
- **Strong party:** Add a **swarm of spiders**.
- **Very strong party:** Add an **ettercap**.

Tactics

The ettercaps use their *web* ability with their first action and move down among the webs, which grant them half-cover. If two or more characters are restrained by the webs, the ettercaps descend to join the swarm of spiders in melee.

Any flame-based attack against the ettercaps while they're in the webs also ignites the nest, which then erupts into a raging conflagration. The imprisoned elf burns to death in five rounds unless freed or the fire is extinguished. Any creature among the burning webs that fails on a DC 13 Dexterity saving throw or take 11 (2d10) fire damage. Creatures that succeed take only half damage. Creatures fully within the nest make this saving throw with disadvantage. Due to the size and density of the nest, extinguishing the blaze is nigh impossible, though cunning and creative use of spells should be rewarded.

The Nest

Once the characters have defeated the ettercaps, they are free to examine the nest. If the elves enter the nest before the characters, Derali shouts in disgust and alarm—warning that the sight within is gruesome. Once the characters enter the nest, read:

Pushing through the webbing, you finally are able to break through into the interior of the nest. As your eyes adjust to the gloom, you see a horrible sight; nearly a dozen bodies are piled within, most partially eaten and in various stages of decomposition. Most are wrapped entirely in webbing, but two of them only partially so. As luck would have it, they also appear to be untouched.

One of them—a female elf—writhes, sobs, and, upon seeing you, cries out for help. Her eyes dart between you and the tall elf beside her.

“f...f...father,” she whispers between choking sobs, “he...he...”

The chest of the tall elf rises and falls; but does so irregularly—as if he were struggling to breath.

Most of the bodies are humans—among which one seems to be Vistani. The characters identify the dead Vistani as a friend of Donali. There are also two elves. A tall male elf, and a very young female.

Unbeknownst to the characters (and the female elf, for that matter), the tall elf is dead. The rising and falling of his chest is due to a stupefying number of **spiders incubating within**. If a character touches the corpse, thousands of newly-hatched spiders the size of a coin burst forth and wash over the character who must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage. A character that succeeds on a DC 15 Intelligence (Nature) check realizes the nature of the dead elf and makes the saving throw with advantage.

Any character who witnesses this gruesome sight has to make a DC 11 Horror saving throw (see Horror sidebar, below) or suffer a short-term madness.

Treasure

Around the bodies, the characters find 75 gp in Faerûnian coins, a *potion of cold resistance*, and a leather satchel.

The satchel bears the words “*Boritsi Trading Company*” embossed in gold leaf beneath a brass clasp. The satchel contains a jade amulet worth 150 gp, a *potion of healing*, a bottle of *antitoxin*, and two scrolls (see below).

The Scrolls

One of the scrolls is a *spell scroll of detect thoughts*. The other radiates no magic. Written on it is a poem in an odd version of Common. A successful DC 11 Intelligence (History) check is required to understand it. Alternatively, the characters can use comprehend languages to read it. It reads:

*Birdie with a red cap,
His blade is long and keen.
If he sees you, sing and clap,
And make that birdie scream.*

Underneath the strange rhyme is the word “Defense.” It’s underlined several times. Distribute **Player Handout 1** to any player who requests to see the poem. The satchel itself is well made and, once cleaned up, worth 15 gp.

If Derali is present, and sees the number of victims, she expresses confusion. She didn’t think that ettercaps had been in the Quivering Forest long enough to acquire that many victims. The elves are not familiar with the name on the satchel.

Development

Of the elves taken by the ettercaps, the young girl is the only one that still lives (unless the nest caught fire while she was still within it). While her physical

injuries are no worse than bruises and exposure, the mental and emotional damage she's suffered is extensive. She is barely cognizant of her surroundings and doesn't speak.

Derali And Her Scouts

If Derali and her elves are present, one of her scouts died in the battle. Derali and the others, and the cooshees are injured, but none seriously.

Derali thanks the characters for their assistance. She takes out a map of the forest and supplies detailed directions to Jeny Greenteeth's cottage, which sits deeper within the Quivering Forest. She warns the characters about trusting the old woman, but agrees that it is important that they find her.

She allows the characters to view the map; pointing to different spots along their path and identifies it as the quickest route to Jeny's cottage. The journey takes nearly a full day on foot.

Derali informs them to be wary of blights and other animated plants. She also suggests that taking a short rest should be safe enough, but laughs should they ask the same about a long rest.

Derali and the surviving elves (including the young girl) thank the characters for their assistance and part ways. Derali doesn't allow the characters to keep the map.

C. Roots, Bloody Roots

Wandering through the forest (or following Derali's directions, if the characters treated peacefully with the elves), the characters follow the path to a darker section of the forest. Read:

The path ahead winds through thick, tall bushes, and you hear shuffling and sniffing just out of sight. Something large moves off, perhaps in search of easier prey. The trees are smaller here, and as you look ahead, you can see that the trail leads into a grove—choked with a dense thicket. The path winds into the thicket and disappears.

Features

The forest here has the following general features:

Light. Because of the forest canopy and mist, this area is dimly lit.

Terrain. The thicket stretches along the path for 40 feet leading into the grove. The terrain along this section is difficult. The grove is littered with dead leaves.

As the characters enter, read:

The sound of pine needles falling on damp leaves fills the air, and a number of shapes emerge from the cover of the thicket. Roughly humanoid, the creatures bristle with needles. They look at you through small, black eyes and move in your direction. Almost simultaneously, the trees themselves twist and writhe; tearing their roots from the ground in a shower of dirt, stone, and twig!

Two **awakened trees** and four **needle blights** have been lying in wait in the grove. If the characters treated peacefully with Derali (see *Nervous Elves*, above), then the elven druid warned them about dangerous creatures in the area and they aren't surprised when the plants attack. Otherwise, the plants surprise the characters thanks to their *false appearance* trait.

The plants have been corrupted by the demiplane and do not willingly treat peacefully.

Adjusting the Encounter

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

- **Very weak party:** Remove an **awakened tree** and three **needle blights**
- **Weak party:** Remove an **awakened tree** and one **needle blight**
- **Strong party:** Replace a **needle blight** with an **awakened tree**
- **Very strong party:** Add two **awakened trees**

Treasure

A successful DC 10 Intelligence (Investigation) check reveals the remains of past victims of the plants here, entwined in the thick shrubs around the glade and in the holes revealed when the trees pulled their roots free from the ground.

The characters find two malachite gems (10 gp each), studded leather armor, and 15 gp. The mangled corpse of an elf lay in one of the holes—crushed by the weight of the tree. It wears a pair of *boots of elvenkind*.

D. As Red as Blood

After about a half-day's travel, the characters sense that they're getting close to the edge of the forest and Jeny Greenteeth's hut, at least if Derali's directions were accurate. The forest gradually becomes less dense.

Read:

The path here widens and the trees grow sparse. The gloom is as oppressive as ever, however.

A noise vies for your attention—at first sounding like a breeze whipping through the trees. As you listen to it though, you are able to distinguish voices with it—jagged, whispering voices dripping with menace.

"...thou wilt leave in pieces..."

Three **ogres**, each wearing a large red hat, leap suddenly from the underbrush and attack the characters; they do not surprise the characters. Throughout the encounter, they shout oddly phrased, crude taunts. Use these as examples:

- *"Nasty tall ones; so haughty and vain! I'll cut the fats from thy sweet, squishy brain!"*
- *"Tear, rend, rip! Red be thy blood, red be my cap!"*
- *"How delicious thy marrow must be. I'll steal a wee tasting, so that I might see!"*
- *"Pretty little eyes; so lovely and bright. I shall plucketh them out and rob thee of sight!"*

The ogres are actually a trio of redcaps that have greatly displeased Jeny, and have been polymorphed into ogres. The transformation has literally driven them insane. They have had their scythes and other accoutrements taken away from them, though they have managed to fashion new hats, which they dip in the blood of fallen prey.

A Relieving Rhyme

If any of the characters recalls the poem found in the leather satchel (see Part 1), they may, as an action, clap and sing the rhyme. Any ogres within earshot must succeed on a Wisdom saving throw with a DC equal to 8 plus the performer's Charisma (Performance) modifier. Those that fail shriek in agony and anger; for 1 round, their attack rolls are made with disadvantage. The ogres direct their ire on any creature reciting the poem—attacking them until they or the target are slain.

Adjusting the Encounter

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

- **Very weak party:** Remove two **ogres**; also, if the remaining ogre fails the saving throw against the rhyme it also takes 2 (1d4) points of psychic damage.
- **Weak party:** Remove an **ogre**; ogres that fail their saving throw against the rhyme also take 2 (1d4) points of psychic damage.

- **Strong party:** Add an **ogre**. As a bonus action, the ogres plug their ears with dirt and blood during the first round of singing and clapping and become immune on subsequent rounds.
- **Very strong party:** Add two **ogres**. As a bonus action, the ogres plug their ears with dirt and blood during the first round of singing and clapping and become immune on subsequent rounds.

XP Award

If the characters successfully weaken the ogres with the rhyme, award each character 100 XP.

Part 2: Hagging With The Hag

Estimated Duration: 15 minutes

Finally, Jeny Greenteeth's cottage is in sight. Read:

Rounding a bend in the path, you come to a large clearing. The ever-present canopy is open here, yet the sky is the same dismal grey. In the center of the glade is a small cottage of neatly stacked logs with a roof of tidily arranged shingles, grown over with moss on one side.

An open cook pit is in the center of the clearing, over which a large cooking pot hangs from a tripod of iron rods. It sends delicious-smelling steam into the air. The warmth and light of the fire warms you to the bones, temporarily banishing the forest's oppressive gloom.

As they approach, they hear the angry howl of Talaric Daoran's ghost, although they don't see him. Read:

Green light flares from within the cottage and the door is violently thrown open. The ghostly image of a man flies from within the small hut and across the glade, disappearing into the forest.

Following him is an old woman wearing a pretty floral dress, her grey hair pulled back into a neat, tight bun and held in place with a long, slender hairpin made of what looks like pale wood. She brandishes a short broom like a club as the ghost retreats.

Her face is twisted in a rictus of absolute rage but as her eyes fall upon you, it grows soft and warm.

"My goodness!" The old woman chuckles, "You gave me quite a start. Please, please! Come in from the chill and warm those bones with some tea and bread."

Dusting off the front of her dress, she hobbles back into the hut and the clatter of wooden bowls fills the air.

This is Jeny Greenteeth (a green hag). Any character that played DDEX1-8 *Tales Trees Tell* or DDAL04-01 *Suits of the Mists* (Mission 4: Glyphs) immediately recognizes her. Any characters that follow her into her hut find her busily setting a table with wooden bowls, loaves of soft bread, and hefting a large, iron tureen full of steaming red soup.

She invites the characters to eat and drink. Should a character refuse, she gives a heart-warming smile and says:

"Don't be rude dearie or I'll put out your eyes!"

Jeny is well aware that the characters were in the forest, and she asks them the reason for their visit.

She nods politely as they speak; at one point, pausing as the howl of Talaric's ghost is heard outside. At the sound, a character succeeding at a DC 11 Wisdom (Insight) check notices Jeny's hands briefly clench into fists of rage for the briefest of moments. If anyone asks about the ghost, she sighs despondently and says sweetly, *"Oh, you're such a dear to worry about an old lady like me."*

She proceeds to tell the characters about the ghost. During the course of conversation, she relates the following:

- Shortly after the transition to "the Realm of Dread", the ghost arrived. At first, its appearance was infrequent, but it has grown bold in that time and has only today taken to attacking her.
- She identifies the ghost as that of Talaric Daoran—an "arrogant rich-ling from Phlan" who she "taught a painful lesson in humility to long, long ago." Any character that succeeds on a DC 11 Intelligence (History) check recognizes the name as that of a former Lord Protector of Phlan and father of Anivar Daoran—the last to hold the post before Ector Brahms assumed the post of Lord Regent. A character succeeding on a DC 13 Intelligence (History) check recalls that Talaric led a host of woodsmen on an excursion into the Quivering Forest; thumbing his nose at the fey. They never returned.
- She unabashedly admits to torturing Talaric, but denies any wrong-doing in killing him because "at the end he begged me to do it."
- If asked why she can't rid herself of the ghost herself, she gives a wry smile and says, "I could, but I want *you* to do it."
- In exchange for their destroying the ghost and "finding out what it's so upset about", Jeny will continue to provide spellcasting services to those who find her and provide "adequate" payment. As a gesture of good faith, she provides spellcasting services (with the exception of *raise dead*) at this time free of charge. The normal daily limit of spells she can cast applies (see Spellcasting Services, above).
- Jeny provides detailed instructions to the place where she tortured and killed Talaric and his host. It should take the characters a half-day's travel to reach it.
- If asked about her involvement (or the lack thereof) in the attack by the Maimed Virulence,

Vorgansharax, she shrugs nonchalantly, but refuses to go into further detail.

If the characters ask Jeny about the Demiplane of Dread, she is able to provide only very basic information:

- The domain is a prison for creatures of extraordinary evil.
- The mists mark the boundary of the domain. Some of those who get lost within the mists are neither seen nor heard from again.
- The souls of those who die within the domain are trapped—unable to seek out their eternal rest. Eventually, however, the souls are reincarnated.
- Not everyone who you might meet here possesses a soul; some of them are little more than shells.
- She does not know how to escape Barovia.

Jeny is rather impatient and insists that the characters quickly decide whether or not to help her. They may be reluctant to aid Jeny against the ghost, since Talaric's spirit understandably is seeking revenge on the hag that killed him. On the other hand, Jeny has magic they may need; be it healing or her ability to remove curses.

If the characters attack Jeny, she hisses in anger and teleports away on her first turn. The characters each receive the ***Enmity of Jeny Greenteeth*** story award. Only characters that attack Jeny earn this story award.

Roleplaying Jeny Greenteeth

Jeny Greenteeth is a malicious green hag who loathes humanity with every fiber of her being. However, she is a consummate actor who can play the part of the kindly grandmother with ease, and she's happy to do so until challenged or confronted. She's also a planner, often willing to ignore an immediate benefit in favor of a more advantageous one that might not come to fruition for years.

She's in a position of leadership among the dark fey of the Quivering Forest, and the recent changes have left her conflicted. She worries that the fey of the forest won't fare well in Barovia, yet she's thrilled by her increased power and the opportunities it presents.

Quote: *"Oh, don't be rude, my love. I'd hate to have to grind your bones into my bread."*

Treasure

In exchange for agreeing to help, Jeny offers the characters a single *potion of greater healing*.

Part 3: Voices of the Past

Estimated Duration: 45 minutes

A. A Kaleidoscope of Meat

The character's journey to Talaric's resting place takes a half day. Upon arriving read:

Breaking through the trees, you find yourself amidst pure carnage. Though the path widens a bit, it would be barely wide enough for a wagon to pass through without its paint being the worse for wear. But that is not what makes this place exceptional.

Dozens of mutilated bodies lay about the area, the air almost black with clouds of buzzing flies. The ground has soaked through with blood and offal—creating a bloody muck that sucks and clings to your boots with each step.

Most of the bodies are commoners in common clothing, but one stands in stark contrast to the rest of them. The body has been strung up high into a tree and appears to have been flayed and disemboweled. The only part of his body not subjected to this torment is his face—handsome and almost regal. A length of slender, pale wood appears to have been driven into his chest.

This is what remains of Talaric and his host of woodsmen. Despite the fact that Jeny slew them decades ago, they appear as if they have only been slain earlier in the day; blood still oozes from wounds, and their bodies haven't even grown cold.

Allow the characters to take in their surroundings. Once the scene is set, read:

Without warning, the flies disperse. A heartbeat later, a horrible wail fills their absence.

At the end of the path, a man draws into view; ghostly and translucent, his once fine clothes trailing behind him in ribbons and his entrails dragging silently on the forest floor beneath his feet.

"Leave this place," the ghost of Talaric Daoran says, "the hag does not suffer trespass into her domain."

Talaric does not know how much time has passed, nor is he aware that the forest has transitioned to the Demiplane of Dread. If the characters reveal that they are there at Jeny's behest, he grows angry and attacks. If the characters treat with him peacefully and avoid mentioning the hag, he cannot presume to

guess what would put his soul to rest, but laments the lack of honor bestowed upon his mortal remains.

He asks about Phlan to no end—seeking answers to a multitude of questions about what happened after his death. If informed of its occupation by the Maimed Virulence, he grows despondent.

Roleplaying Talaric Daoran's Ghost

In life, Talaric was headstrong and superior, just like his father, but he lacked Cvaal's tactical mind and diplomatic skill. The behavior of his ghost is no better. He's a volatile mix of rage and despair: rage because of his violent death at Jeny Greenteeth's hands, and despair because he realizes (on some level) that his wrongdoing likely endangered the town that he was charged with protecting.

Putting Talaric Daoran to Rest

In order to successfully put Talaric's soul to rest, they must administer the proper rites. If asked, Talaric admits that he, like his family, were followers of Bane. That said, he doesn't know the rites, but knows that his family always insisted on cremation. Any character who succeeds on a DC 11 Intelligence (Religion) check recalls the basic Banite tenets bestowed upon the dead and can perform them from memory. Talaric doesn't care if the dead woodsmen are afforded the same accommodations.

However, the Dark Powers do not take kindly to their playthings being taken away. Proceed to The Dead Woodsmen, below.

Fighting Talaric Daoran

If the characters prove unable to determine the rites necessary to put Talaric to rest or otherwise act disinterested in doing so, Talaric becomes enraged and attacks the characters. If the characters figure out what is needed to put him to rest after combat ensues, he doesn't relent, but they can still attempt to perform the rites.

On his first turn, Talaric uses *horrifying visage* to thin the characters's numbers. He then attempts to possess whichever character who looks best equipped for martial combat (Talaric was a skilled soldier in life and prefers a heavily-armored target).

If the characters destroy the ghost, but don't put its soul to rest, Talaric's spirit returns in three days and resumes haunting the area.

B. The Dead Woodsmen

If the characters attempt to put Talaric's soul to rest, Lord Strahd attempts to stymie their attempts. Read:

You hear a shuffling noise and the sound of booted feet moving in the muck.

Turning, you see a number of the dead woodsmen; their eyes vacant and unblinking, and their bodies bearing the evidence of the unspeakable acts committed upon them in life.

There are four dead woodsmen that have been animated as **Strahd zombies**. They attack the characters from all sides and with no concern of their own well-being. The ghost of Talaric Daoran is here as well—watching eagerly. The zombies animate only if the characters attempt to put Talaric’s ghost to rest.

If the characters attempted to cremate the dead woodsmen along with Talaric, they animate nonetheless; they’re blackened, smoldering bodies still reach out to stop the characters from completing the rites.

The Rites

Properly performing the burial rites takes a total of ten minutes. The **zombies animate one minute** before the rites are completed. No matter how many characters assist, the rite is performed by one person, designated at the beginning of the ritual.

Unless the characters moved the dead woodsmen as well, the zombies animate and enter combat within 30 feet of the character performing the ritual. That character is the zombies’s primary target. If that character takes damage, the character must make a Concentration check. If the check fails, the ritual is disrupted, and Talaric’s ghost becomes enraged and attacks the characters (See Fighting Talaric Daoran, above). Despite this, his spirit can still be put to rest once he has been destroyed.

Upon completing the ritual, the characters are successful in putting Talaric’s spirit to rest. He fades from view (unless destroyed) with neither comment nor fanfare.

XP Award

If the characters successfully put Talaric’s soul to rest, award each character 500 XP.

Adjusting the Encounter

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

- **Very weak or weak party:** The ghost of Talaric doesn’t attack the characters if the rites are disrupted.
- **Strong party:** Replace two **Strahd zombies** with **ghasts**.

- **Very strong party:** Replace the **Strahd zombies** with **ghasts**.

Conclusion

With the spirit of Talaric Daoran put to rest, the characters are free to return to Jeny Greenteeth, who is quite pleased. She performs whatever spellcasting services (for a fee, as normal) and sends the characters on their way.

If the characters destroy the ghost, but do not put his soul to rest, Jeny is disappointed—going so far as to admonish the characters for their foolishness. The ghost of Talaric returns...with a vengeance.

Mid-Season Award

At this point in the Season, the characters are presented with a choice. The players should be made aware of the implications of their choice before being asked to choose. A summary of the two choices are:

Escape. A band of Vistani offer to guide you from Barovia. Returning to Strahd’s domain in the future, however, may be difficult—if not impossible. The trip out of Barovia will take approximately 40 days.

Insight. A strange dream provides insight to the nature of the Demiplane of Dread and the enemies you face. Though you will remain in the Demiplane of Dread, experiencing it may advance you beyond your current level.

Need a Lift?

The characters leave the oppressive darkness of the Quivering Forest just as a group of Vistani are setting up camp for the evening. Any characters that participated in DDAL04-05 *The Seer*, recognize them as belonging to the Bogarav family. Always eager to hear a good story, they invite the characters to share their fire.

After an evening of storytelling, singing, and revelry, the characters are made an exceptionally rare offer. The Bogaravs offer to escort the characters through the mists that mark the border of the realm of Barovia. They warn them, however, that once free of Strahd’s prison, finding their way back may be exceptionally difficult—if not impossible.

In order to escape the Demiplane of Dread (and remove the associated story award), a character must spend 40 downtime days at the end of this adventure, at which point they receive the **Escape from the Demiplane of Dread** story award (see

Rewards, below). The players should be made aware of this decision's implications before making their decision. Once this option has been chosen, the journey to escape **may not** be deferred and must be undertaken at the end of this adventure. Any character that does not have 40 downtime days can't choose this story award.

A Lesson on Obsession

The evening after their rendezvous with the Bogaravs, those characters that remained in Barovia are haunted by vivid, troubling dreams.

As your mind rests, it is plagued by visions of leather-winged creatures flitting through the dense canopy of the Quivering Forest. All around, the ever-present mists linger and loom.

Almost imperceptibly at first, you hear the sound of crying, though it is stifled and muted by thick, impenetrable mists. A familiar voice fills your mind; the voice of the hag, Jeny Greenteeth.

*"Obsession consumes her absent heart;
Which lay in pieces four.
Envy poisons every other part;
And yearns for something more.*

*"Every breath she will ever make;
Is a wish for Lord Strahd's love.
Four Obsessions now seek to take;
Box, mirror, comb, and glove.*

*"First, the mourning mother;
Next, the ghostly son.
Third, comes a man both dog and bird
And last, the greediest one.*

*"With their success, she prevails;
So stop them if you can.
Though now she only cries and wails;
Soon, her joy might undo the land."*

Jeny's voice fades into nothing.

Through this dream, the characters learn about a bit more about the nature of the Demiplane of Dread and the enemies they face.

XP Award

For experiencing this dream, and learning about the Obsessions, each character receives an individual award of 3,000 XP. The maximum total award limitation **does not** apply to this award.

This award is applied **after** the adventure's normal XP reward has been calculated and divided among the characters.

Rewards

Make sure the players note their rewards on their adventure log sheets. 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 listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Druid	450
Scout	100
Mastiff	25
Ettercap	450
Spider Swarm	100
Needle Blights	50
Redcap	200
Ghost	1,100
Ghast	450
Strahd Zombie	200

Non-Combat Awards

Task or Accomplishment	XP per Character
Treat peacefully with the elves	100
Rescue the captured elves	100
“Perform” for the ogres	100
Put Talaric Daoran’s soul to rest	500
Mid-Season XP Award	3,000*

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**.

* The maximum total award limitation **does not** apply to this award. This award is applied **after** the adventure’s normal XP reward has been calculated and divided among the characters.

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 up according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Money in ettercap nest	75
Leather satchel	15
Jade amulet	150
2 malachite gems	20
Studded leather armor (used)	35
Money on blights’ victims	15

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.

Boots of Elvenkind

Wondrous item, uncommon

These light boots are made of supple, green leather and accented with dead leaves. They are constantly covered in muck as if the wearer had been walking through ankle-deep, bloody gore. No amount of cleaning (magical or otherwise) removes the filth. A description of this item can be found in **Player Handout 2**.

Antitoxin

A description of this item can be found in the *Player's Handbook*.

Potion of Cold Resistance

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

Potion of Greater Healing

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

Spell Scroll: Detect Thoughts

Scroll, uncommon

This *spell scroll* contains a single *detect thoughts* spell. A description of spell scrolls can be found in the *Dungeon Master's Guide*.

Renown

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

Downtime

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

Story Awards

During the course of play, the characters have the opportunity to earn the following story awards:

The Demiplane of Dread. You have traversed the mists and now find yourself in the Demiplane of Dread and, until this story award is removed, you are unable to leave. So long as you are trapped, you cannot participate in any adventure or event that takes place outside of Barovia. Tread carefully during your time here, the Dark Powers are watching.

Enmity of Jeny Greenteeth. You don't cross a hag like Jeny and get away without paying the price. For so long as you possess this story award, Jeny charges you 50% more for any spellcasting services that she provides. In addition, you may not use the alternate methods of payment detailed in the *Adventurers League Dungeon Master's Guide*.

Escape from the Demiplane of Dread. You have been escorted out of Barovia by a family of Vistani. The trip is long and arduous, however. Once free, however, you must spend **80 downtime days** traversing the width and breadth of Faerûn in search of the mysterious mists if you wish to return to Barovia. Once you have returned, you once more regain ***The Demiplane of Dread*** story award and must find a new way out of Barovia.

DM Rewards

For running this adventure, you receive **425 XP**, **212 gp** and **ten downtime days**.

Appendix: NPC Summary

The following NPCs are encountered in this adventure:

Derali (DAY-rah-LEE). Female elven druid from the Quivering Forest. Searching for missing elves abducted by ettercaps.

Jeny Greenteeth. A green hag that resides within the Quivering Forest. Encountered in DDEX1-8 *Tales Trees Tell*. Encountered Talaric Daoran over a hundred years ago. Tortured and murdered the man for violating the pact between Phlan and the dark fey of the Quivering Forest.

Talaric Daoran (TAL-uh-rick DORE-uhn). Male human. Lord Protector of Phlan. Slain over a hundred years ago by the hag, Jeny Greenteeth for violating the pact between Phlan and the Quivering Forest.

Appendix: Monster/NPC Statistics

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 Common

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.

Cooshee (Mastiff)

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Druid

Medium humanoid (any race), any alignment

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

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

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*
1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with *shillelagh* (+2 damage) or if wielded with two hands.

Ettercap

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Spider Climb. The ettercap can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the ettercap knows the exact location of any other creature in contact with the same web.

Web Walker. The ettercap ignores movement restrictions caused by webbing.

Actions

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

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Web (Recharge 5–6). Ranged Weapon Attack: +4 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Ghast

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder;

bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion,

frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

Actions

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Giant Wolf Spider

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Web Walker. The swarm ignores movement restrictions caused by webbing.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much 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.

Needle Blight

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

Actions

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

Needles. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

Scout

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

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

Strahd Zombie

Medium undead, unaligned

Armor Class 8

Hit Points 30 (4d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common but can't speak

Challenge 1 (200 XP)

Loathsome Limbs. Whenever the zombie takes at least 5 bludgeoning or slashing damage at one time, roll a d20 to determine what else happens to it:

1-8: One leg is severed from the zombie if it has any legs left.

9-16: One arm is severed from the zombie if it has any arms left.

17-20: The zombie is decapitated.

If the zombie is reduced to 0 hit points, all parts of it die. Until then, a severed part acts on the zombie's initiative and has its own action and movement. A severed part has AC 8. Any damage it takes is subtracted from the zombie's hit points.

A severed leg is unable to attack and has a speed of 5 feet.

A severed arm has a speed of 5 feet and can make one claw attack on its turn, with disadvantage on the attack roll. Each time the zombie loses an arm, it loses a claw attack.

If the head is severed, the zombie loses its bite attack and its body is blinded unless the head can see it. The severed head has a speed of 0 feet. It can make a bite attack, but only against a target in its space.

The zombie's speed is halved if its missing a leg. If it loses both legs, it falls prone. If it has both arms, it can crawl. With only one arm, it can still crawl, but its speed is halved. With no arms or legs, its speed is 0 feet, and can't benefit from bonuses to speed.

Actions

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

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

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Swarm of Spiders

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 9

Languages —

Challenge 1/2 (100 XP)

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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 spider. The swarm can't regain hit points or gain temporary hit points.

Web Sense. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Web Walker. The swarm ignores movement restrictions caused by webbing.

Actions

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

Ogre

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Sylvan

Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Player Handout 1: The Parchment in the Satchel

*Birdie with a red cap;
His knife is long and keen.
If he sees you, sing and clap;
And make that birdie scream.*

Defense

Player Handout 2: Boots of Elvenkind

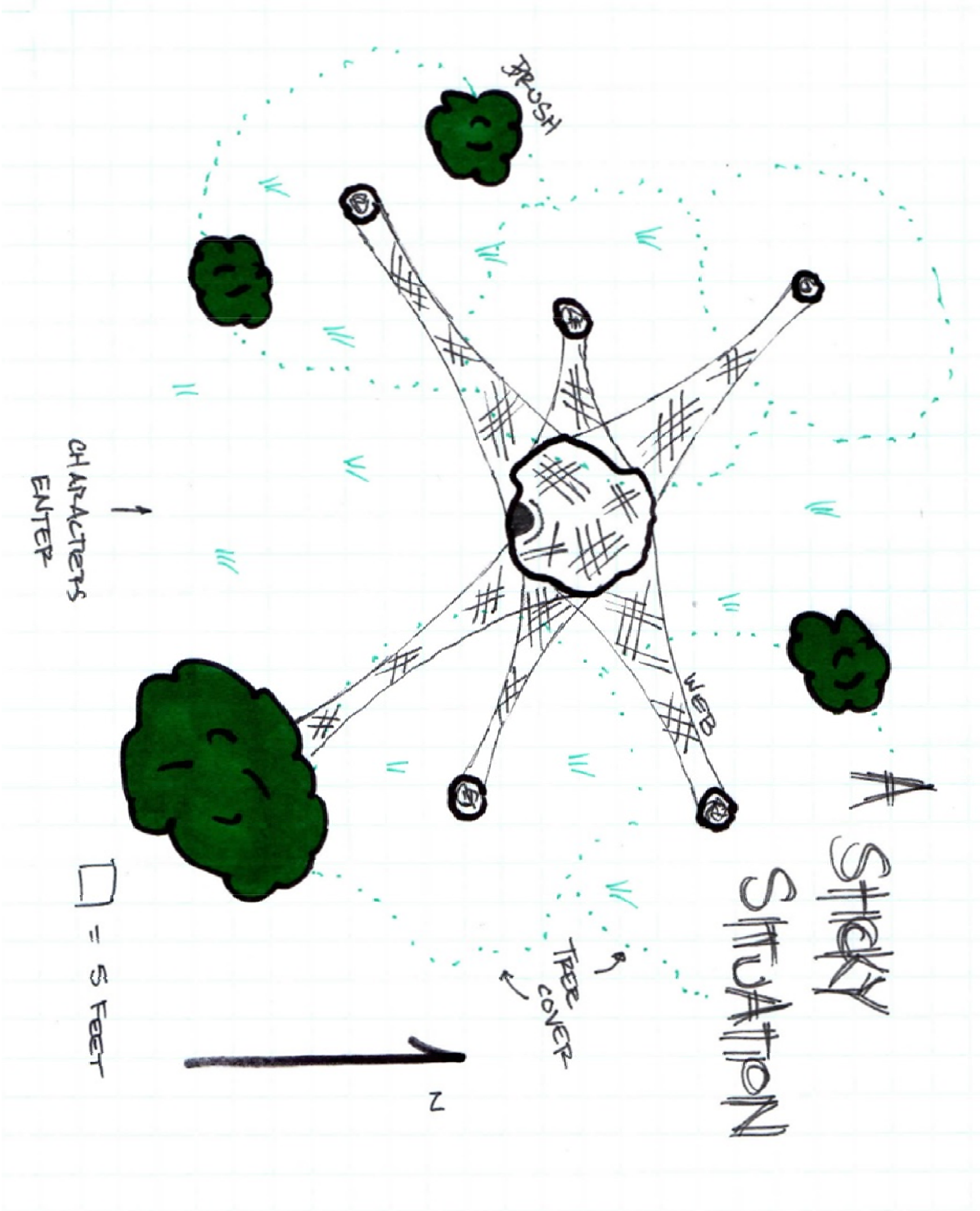
Boots of Elvenkind

Wondrous item, uncommon

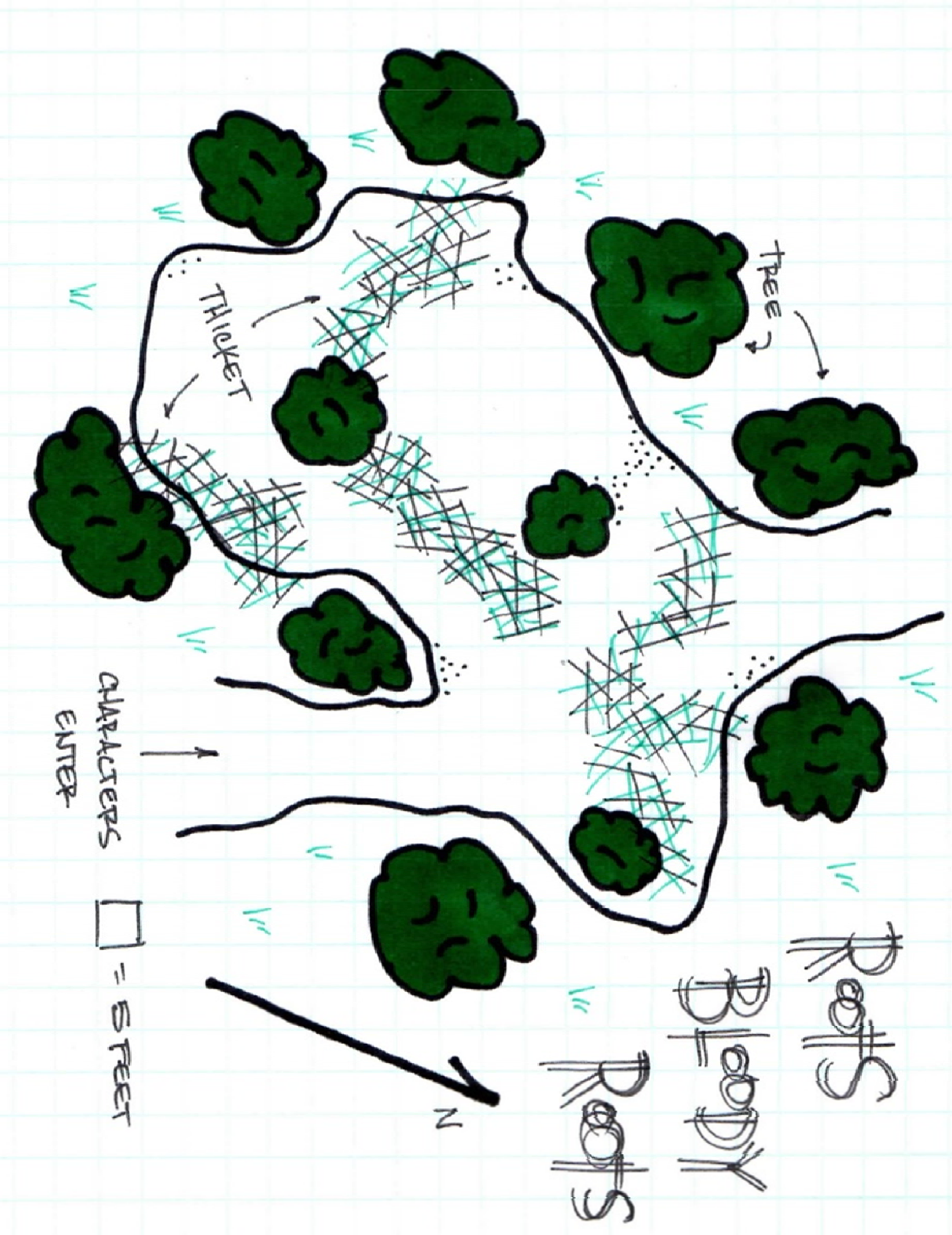
While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently. A description of this item can be found in the *Dungeon Master's Guide*.

These light boots are made of supple, green leather and accented with dead leaves. They are constantly covered in muck as if the wearer had been walking through ankle-deep, bloody gore. No amount of cleaning (magical or otherwise) removes the filth.

Appendix. Sticky Situation Map



Appendix. Roots, Bloody Roots Map



Results Code: April - June 2016

If you are DMing this adventure during the months of April – June 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.

