



**D&D**  
**ADVENTURERS**  
**LEAGUE**

# TREE ROT

*THE GIFTS OF CORRUPTION TRILOGY*

CCCGOC-01-01



# Tree Rot

A corrupting sickness has infected the Quivering Forest, and the wood elf tribe of Thand'Arethen.  
*A 2-Hour Adventure for 1<sup>st</sup>-4<sup>th</sup> Level Characters*



## B-CON

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## Introduction

Welcome to *Tree Rot*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the Con-Created Content program.

This adventure takes place in the heart of the Quivering Forest, north of Phlan.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

## Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate 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 |

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

## Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

## Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

**You're Empowered.** Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

**Challenge Your Players.** Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

**Keep the Adventure Moving.** When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—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.

# Adventure Primer

## Series Overview

This adventure is part of the Gifts of Corruption series (CCCGOC01-01 through -03). Each module tells its own story, which is part of a broader picture of the events occurring in the Quivering Forest. The modules are not designed for the same character to play through all three stories, but rather for three different characters to play one story each. With a module designed for Tier 1, 2, and 3, a player can experience the story with an array of characters at different levels. Each adventure may grant Story Awards that could affect the storyline when the player plays a different character in one of the other modules. These Story Awards are worded differently than typical awards, and will allow a player to use the Story Award with a character that *has not* played through the module in which the award was gained.

On Faerun, a dragon's lifespan is vast, beyond that of most other creatures that reside in the Realms. Most are content with that lifetime, but others seek more power, more time, always more. Those may turn to foul magic and eldritch rites to become a dracolich, an undead aberration. Such is the case of Thorstulgrael, commonly known as Velvet. The rumors of Velvet have been spreading across Faerun like a plague, and for good reason: the dracolich is a terrible pestilence, whose machinations are growing much like the rumors about the undead dragon.

Whether it be out of boredom, spite, or to draw attention from some greater plan, Velvet has sent his minions into the Quivering Forest to spread corruption and chaos. The machinations of the undead dragon are only understood to him, and players (and characters) can be sure they will see more of him in other modules.

That being said, there may be hints placed throughout the Gifts of Corruption series that point away from the storyline being told, or to the other modules in the series. For example, spotting the floating earthmote in *Tree Rot*, or hearing rumors of aarakocra bodies found in the forest in *Cairns of Rot*, both point to events taking place in *Winds of Rot*. Other findings may be red herrings...or they might be clues that allow the characters to glimpse some larger story than the one they are involved in, something dark and devious lurking in Glumpen Swamp. One thing is certain: those within the

Quivering Forest will feel the reach of Velvet's corrupted claws.

If you are not running the *Gifts of Corruption* modules for Adventurers League play, the series is a springboard for setting up Thorstulgrael as an ongoing villain in your campaign.

Thorstugrael appears in, or has his undead claws in, the following Adventurers League modules by Robert Adducci:

| <b>Module Code</b> | <b>Module Name</b>          |
|--------------------|-----------------------------|
| DDAO-12            | Dragons of Fire and Death   |
| DDAO-23            | Trail of Bones              |
| DDAO-29            | Necropolis of the Dracolich |

## The Corruption

The darkness spreading through the Quivering Forest is not a simple plague. Though it affects creatures and plants alike, weakening and poisoning their bodies, it is more insidious, and also attacks a creature's mind and spirit, wearing them down and destroying their will. As such, effects throughout the *Gifts of Corruption* modules may vary to reflect this sinister scourge.

The corruption has infected the dryad, Typhina, of the Quivering Forest and her tree. The dracolich's influence forces Typhina to spread the corruption to all living things.

The wood elf village of Thand'Arethen has also been affected by the corruption. A group of their hunters returned with a corrupted stag. After eating the tainted meat, the hunters fell ill.

### Location and NPC Summary

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

***Thand'Arethen (THAND-air-ah-then).***

## Adventure Overview

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The adventure is broken down into 3 parts:

**Part 1. The Quivering Forest:** The adventurers travel to Thand'Arethen and encounter undead aarakocra created from the corruption. They meet Illiren, and are asked to find the Dathlil flower to cure his people.

**Part 2. Hunt for the Cure:** During their search they find a satyr with a bag full of the dathlil flowers. They chase him, but

**Part3. Finding the Source:** The adventurers find the local source of the corruption and have a final showdown with the dryad Typhina.

## Adventure Hooks

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**Hired Help.** A gnome tinkerer named Wilji has hired the adventurers as bodyguards on his trip into the Quivering Forest.

**Story Hook.** Illiren, a druid with ties to the Emerald Enclave, has put out a call for help. For those not in the Emerald Enclave, the EE has put out a general call for help since they are stretched thin investigating this wide spread blight.

**Emerald Enclave (Faction Assignment).** Seek out the source of the corruption and destroy it.

**Zhentarim (Faction Mission).** Leaders in the Zhentarim want a physical sample of the corruption.

## Part 1. The Quivering Forest

**Estimated Duration:** 45 minutes

The adventurers are travelling with Wilji, a gnome tinkerer, to Thand'Arethen. They encounter corrupted aarakocra along their way. Once they reach Thand'Arethen they meet Iliren and learn what has been happening in the Quivering Forest. They are tasked with collecting Dathlil petals that will cure the those afflicted by those corruption.

### General Features

The Quivering Forest has the following general features:

**Terrain.** The Quivering Forest appears as any wooded area, except the corruption has given many of the plants and wildlife a black tinge.

**Light.** Sunlight creeps through the canopy.

**Smells and Sounds.** The air bears a faint scent of carrion and decay.

### Introductions

By the start of the adventure the characters will already have been travelling together for a few days. Allow the players to introduce themselves and roleplay any social interactions.

Once they are ready to continue read or paraphrase:

You have spent the last few days travelling along Toranth's March from Phlan. Your destination is the wood elf village of Thand'Arethen deep in the Quivering Forest.

Wilji, a gnome tinkerer leads the way with his wagon of goods. This is one of his regular trading trips to the village. However this trip is different. The forest has grown dark and strange things are happening. He has hired you on as bodyguards.

The trip so far has proven uneventful. But today the air grows heavy. The plants and trees seem darker than they did a day ago. Something is not right...

### Undead Aarakocra

The earth mote Athal'Deras floating above the Quivering Forest has not been safe from Throstuelgrael's corruption. **Aarakocra** scouts who have been infected by the corruption continue to fall from the skies. When disturbed, the undead aarakocra rise and attack the nearest targets not infected by the corruption.

While the adventurers are travelling through the forest, a group of **four aarakocra** fall from the sky. If any character has a passive Perception of 13 or higher, read the following:

You hear the breaking and snapping of branches followed by several thumps on the ground further up the path.

The bodies are 100 feet ahead of the party. If no one notices the falling aarakocra, once the party is 20 feet away characters can attempt a DC 15 Wisdom (Perception) Check. If any of the characters are actively scanning the tree tops, the DC is 10. If the party detected the aarakocra, they animate and attack the adventurers once they are within 10 feet.

If the characters do not see the aarakocra, anyone with a passive Perception 12 or less is surprised when the aarakocra attack.

The aarakocra fly 30 feet off the ground and use their Dive Attack action. They cannot fly any higher due to overhanging tree branches.

The aarakocra have the following changes for being undead:

Their creature type is Undead; INT 3 (-4), WIS 6 (-2), CHA 5 (-3) **Undead Fortitude.** If damage reduces the aarakocra to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the aarakocra drops to 1 hit point instead.

During the encounter Wilji hides in the wagon, and waits for the fighting to stop.

### Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** 3 aarakocra have broken wings and fight from the ground
- **Weak:** 2 aarakocra have broken wings and fight from the ground
- **Strong:** Add 2 aarakocra who fight from the ground
- **Very Strong:** Add 3 aarakocra who fight from the ground

### Developments

A DC 10 Medicine check reveals that the aarakocra sustained injuries prior to the fight. The injuries are recent (from falling through the trees). If characters pass the DC by 5 or more, they notice that those injuries alone would have proved fatal.

The aarakocra maintain a black corrupted appearance. The only way to cleanse their bodies

and souls is to bury them in hallowed ground or by casting the spell *hallow*. The cemetery in Thand'Arethen is hallowed ground. This completes the Putting the Dead to Rest story award. Casting *hallow* and burying the bodies where they were found or directing the Thand'Arethen villagers to collect them will also complete the story award.

## Treasure

One of the aarakocra wears a silver medallion, with an opal fixed in the center worth 20 gp. A DC 15 History or Religion check will recognize this as a symbol of Syranite, the aarakocra patron deity. If there is an aarakocra character in the party, they do not need to roll. They know what the symbol is.

## Thand'Arethen

After an hour of travel, Wilji burps loudly, "We're getting close." You get the sense that you are being watched. A small rabbit stands in the middle of the path staring at each of you intently. "Hello there Iliren. It's nice to see you again," says Wilji. The rabbit appears to smile. POOF! Suddenly, the rabbit turns into an elven man.

"Welcome! Welcome to all" Iliren says trying to suppress his laughter. As his laughter ends so does his mood. Iliren's face turns quite grim as he motions the party into the village. "Come, Wilji we have much to discuss." Iliren takes Wilji to a large hut near the center of the village. "Please rest and relax. I will be with you shortly."

This is a good opportunity for the players to explore the village. The village is mostly small huts for individual families. Notable locations are listed below.

## Villagers

The villagers are not hostile towards the characters, nor are they friendly. They have grown suspicious of outsiders since the start of the corruption.

A DC 13 Medicine check shows that the villagers appear to suffer from sleep deprivation and malnourishment. If asked, the villagers report that they do sleep and eat enough, but it doesn't seem to help.

A DC 15 Arcana check reveals that there is a necromantic magic at work here, and throughout the

forest. They cannot pinpoint the source. The magic is weaker near shrine.

## Quarantine Hut

This small hut was hastily constructed once the hunters fell ill. It is 20 ft away from the village shrine, after Iliren noticed that the sickness slowed its progression in the hunters when they were closer to the shrine. Two guards outside prevent any villagers from entering.

## Shrine

The village shrine consists of a large oak tree dedicated to the elven god Rillifane Rallathil, god of nature, beasts, and the seasons. The whole village contributes to maintaining and caring for the tree. Iliren spends most of his time here. There are offerings of bushels of fruit and flowers around the tree.

Thand'Arethen has been partially protected from the corruption due to the consecrated ground of the shrine and burial grounds. The holy aura has prevented the corruption from infecting the crops or water supply, but the villagers have not been so lucky. Each day the corruption eats away at them slowly

## Iliren's Hut

Easily one of the larger structures in the village.

You enter Iliren's hut. He offers you each a cup of water and a place to sit.

"Wilji tells me you handled yourselves well in the forest, and I need your help. A month ago, a group of hunters returned with a stag. They cooked and ate the meat, but it was tainted with this corruption. Soon after they fell sick. There is a flower that I believe may cure the sickness. It is called the dathlil flower. Please retrieve the flowers, and bring them back here."

**What Iliren Knows.** Iliren tells the adventurers the following information freely.

- The corruption was first spotted north of the village
- The infected hunters did not show symptoms until after eating the stag they had killed.
- The infected hunters were moved to the holy shrine in the village, because it slowed down the spread of the corruption.
- Animals and plants have been affected.

- Rumors of a strange being spreading the corruption by touch have scared many of the villagers.
- The petals of the Dathlil flower are used to combat poisons. Iliren believes it will cure the corruption. He would search for it himself, but he fears that the sick may die if he is gone for an extended period of time. No other villagers are willing to leave.

Iliren gives the party a description of the flower, and directions to the nearest known location of Dathlil flowers. He asks them to find the flowers and bring them back to cure the villagers.

The characters are given two potions of healing and one scroll of lesser restoration.

After the meeting is over, Iliren pulls aside any members of the Emerald Enclave. Read or paraphrase the following:

While you are out there, the Enclave needs you to search out the source. The village needs the cure now, but the forest needs the source removed if it is to survive. Creatures that once cared for these woods have turned against it.

Any characters who are members of the Zhentarim find a note and empty vial in their pocket prior to leaving. Pass out **Player Handout # 1** to these players.

The characters may take a short rest in the village before leaving.

### Trading in Thand'Arethen

This is a quiet wood elf village that does limited trade with those outside of the Quivering Forest. The villiage has little need for gold pieces and what little they have they tend to trade to Wilji. They will also have limited basic staples (food, drink, rope, clothing, etc) that can be bartered to the adventurers. They would trade for weapons, pelts, cloth, wine, arrows, leather armor, or any tools that would be appropriate for the forest.

## Part 2. Hunt for the Cure

**Estimated Duration:** 30 minutes

In this section, the adventurers search the Quivering Forest for the Dathlil flower. They find a satyr who has a bag with the full of Dathlil flower petals. Once the satyr sees them he runs. The players go through a chase sequence that can end with them capturing the satyr, or with the satyr getting away.

### General Features

**Terrain.** Trees and bushes dot along the path. Travelling is done normally.

**Light.** There is bright light throughout the forest

**Smells and Sounds.** The smell of rotting death grows stronger as the adventurers move deeper into the forest.

### The Chase

It takes two hours to reach the location of the Dathlil flowers described by Iliren. A DC 10 Wisdom (Survival) check, shows that the plant they need is quite common in this part of the forest; however, the part of the plant they need is missing. A roll of 15 or higher, reveals that the corruption has not spread to wherever the flower grows. If they fail the check, they can't find the flower.

A **satyr**, under the influence of the corrupted dryad, has been tasked with hunting down and collecting all the flowers. The satyr must then bring the flowers back to the dryad's grove as the key ingredient needed to perform a ritual, that will destroy all remaining Dathlils in the Quivering Forest. In so doing, the corruption can spread unhindered.

While searching for the Dathlil flowers described to you by Iliren, you can only find the stems and roots of the plants. The petals are missing.

You find a set of hoofed tracks leading to and from each flower. Following the tracks brings you to a clearing. 20 feet away sits a burlap sack filled with the white petals you need. Next to the sack stands a satyr. He grabs the sack and runs off into the forest.

The satyr does not try to hide from the adventurers. He wants to bring the flowers to the dryad and lead the adventurers to her as well without getting caught, so they may receive "the gift." A DC 15 Perception check shows that the satyr is

carrying the bag wildly in his hand. To run "The Chase," go to **Appendix: The Chase**.

### Developments.

**The Satyr Escapes.** If the satyr escapes read or paraphrase the following for the characters who were nearest to the satyr at the end of the chase:

The satyr pulls too far ahead of you to keep up. You catch a glimpse of him in the distance, mounted on a saddled elk, the bag of Dathlil petals strapped to the side. You see him exchange words with a dark figure.

As you draw closer the satyr hears you and rides off deeper into the forest. The figure turns to face you. The figure places a hand on the nearest tree, then disappears.

The elk's tracks are easy to follow. They lead the party directly to the dryad's grove, without requiring a Survival check. Proceed to Part 3: Finding the Source.

**Catching the Satyr.** Right before being caught, the satyr throws the bag ahead of him. This allows the dryad to retrieve it. Read or paraphrase the following:

As you pin the satyr to the ground, he screams out "Let me go! You must let me go! I must bring the flowers back to her." His eyes scour the woods as if expecting help to come.

His search stops, and he yells "No, milady! I have failed you! Forgive me!" You track the satyr's gaze and see a dark figure in the distance. You feel its gaze penetrate through you. You notice the bag of Dathlil flowers in its hand. The figure walks to the nearest tree and disappears.

The satyr will not willingly give up information to anyone he believes is a threat to the dryad or his mission. With a successful DC 13 Charisma (Deception) check, a character can convince the satyr that they are friendly. If successful, the characters can learn the following information:

- "The gift" cannot spread as long as the flower lives.
- The dryad's grove is where the ritual must be performed.

If the characters convince the satyr they are friendly, and want to receive the gift, he will gladly lead them to the grove, but they must maintain the

ruse. If the satyr believes he is being tricked, he runs away. His tracks are easy to follow and lead to the grove.

## Part 3. Finding the Source

**Estimated Duration:** 45 minutes

The final encounter takes place at the dryad's grove. The characters must kill the dryad and her tree. If any of the players have played CCC-GOC01-03, *Winds of Rot*, they can attempt to save her.

### General Features

**Terrain.** The grove is a large open oval space, 60 feet north to south, by 40 feet east to west. 20 feet from the north end is a huge sized tree. 20 ft. from the eastern edge of the grove is a stone cairn.

You reach a large clearing. At the far end, you see a dryad speaking to the trees and animals around her. She turns and begins walking towards you. In the center of the clearing there is a tree, much larger than the rest. 25 feet from the tree is a small cairn with a crude altar in front of it. The dryad draws near "I am Typhina and this is my grove. Are you here to receive the gift?"

This is the **dryad** Typhina's grove (see Roleplaying Typhina sidebar for information on the dryad's corruption). The tree she is bonded to is a corrupted **awakened tree**. The tree was corrupted and awakened by an evil druid (who appears at the end of CCCGOC01-02, *Cairns of Rot*). The tree is taller, wider, and displays more of the corruption than the other trees.

If the satyr escaped during the chase read the following:

You see the satyr from earlier emptying the bag of Dathlil petals onto a stone altar located in front of a cairn. It appears as if he is preparing for a ritual.

Typhina is about to perform a ritual that will corrupt all the Dathlil plants in the Quivering Forest, thus destroying the only known cure for the corruption. The ritual must be performed uninterrupted for 8 rounds. The ritual ends if the Typhina is killed, rendered unconscious or if she fails a concentration check whenever she takes damage.

As long as the players do not attack or attempt to take the bag of flowers, Typhina is not hostile towards them. She walks up to the character who appears to be the physically strongest. If asked about the corruption, she states that neither she, nor the

forest are "corrupted." They have been given "the gift." Typhina tries to convince the players to accept "the gift" from her. If any character walks to the cairn and attempts to take the dathlil flowers, a vine blight uses its *entangling plants* on them.

### Roleplaying Typhina

Typhina's objective is to help spread the corruption with her magic. She would rather recruit the adventurer's than fight them.

If a tree that Typhina uses for her *Tree Stride* ability is not corrupted, it immediately begins to show signs of corruption afterward.

Any creature affected by the spreading corruption (such as those who have gained levels of exhaustion due to the corruption's psychic effects) roll their save against Typhina's *Fey Charm* ability at disadvantage. In addition, living creatures who cannot be charmed are affected by Typhina's *Fey Charm* if they are suffering from the corruption. If creatures become charmed by her, they do not count against the dryad's maximum number of charmed creatures.

**Quote:** "I only wish to give you the gift, then you will see."

"It is *his will*, that the gift be spread."

"Do you want to receive the gift?"

**Killing the Dryad:** If Typhina believes she cannot convince the party to accept the gift, she uses her *Fey Charm* on the character she deemed the strongest and commands her minions to attack the other players.

As soon as combat starts, the animated tree and satyr attack the players. Typhina has already cast *barkskin*. If there are any players close by, she uses her *Fey Charm* on them. On her next turn Typhina moves to the cairn and begins the ritual. **One vine blight** is hiding near the cairn and protects Typhina during the ritual. If any hostile character comes within range of the Vine Blight, it uses its *entangling plants* and attempts to restrain them.

Any charmed character will not attack their allies, but they will actively try to restrain any character hostile towards the dryad. Typhina and her allies do not attack any character affected by *Fey Charm*.

After all enemies have been killed read or paraphrase the following:

Typhina lies before you, bloodied and broken. She lifts her head, "This changes nothing. My master's.... will.... must...." Her head drops to the ground. You feel as if you have only scratched the surface of something much larger.

### Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove the **Vine Blight**, and the Awakened tree has **40 HP**
- **Weak:** Remove the **Vine Blight**
- **Strong:** Add **one Vine Blight**
- **Very Strong:** Add **two Vine Blights**

**Saving the Dryad:** If any of the players played CCC-GOC01-03, *Winds of Rot*, and the characters broke the gemstone, the source of the corruption is no longer spreading or bolstering the influence over the dryad. The players can attempt to end this encounter peacefully.

The characters can make a DC 15 Charisma (Persuasion) check, to convince the dryad to destroy the cairn that has corrupted her tree. If the characters cast *Lesser Restoration* on the dryad, the DC becomes 10. On a successful roll, the dryad sees what she has become and what she has done. Read or paraphrase the following

“What have I done?” the dryad exclaims. “I must undo this horridness. I must perform a ritual that will purge the corruption from this area. As soon as I begin the creatures still under its control will try to stop me. You must protect me until I can complete the ritual.”

Allow the players to arrange themselves in a defensive formation around the dryad and the cairn.

The dryad begins the same ritual that would have destroyed the Dathlil flower but targets the

corruption instead. It takes 8 turns to complete. As soon as she begins the ritual, corrupted creatures, including the satyr if present, that would be in this encounter attack the dryad. The awakened tree does not attack anyone specifically, but thrashes around wildly as if in pain from the corruption being removed. It only strikes creatures that are already in range. If there are any creatures within range of the awakened tree, roll to randomly decide which one it attacks each round.

During the ritual two waves of animals arrive to attack the dryad. The first wave arrives on the 3<sup>rd</sup> round, and the second wave arrives on the 6<sup>th</sup>. The first wave consists of **two black bears**. The second wave consists of **six wolves**. The characters do not need to kill every creature, merely hold them off until the ritual is complete.

If the dryad completes the ritual, all creatures cease fighting immediately, and return to the forest. Read or paraphrase the following:

The dryad falls to the ground exhausted, as a shockwave spreads throughout the surrounding forest. As the wave passes, the plants and animals lose the black tinge of corruption that once plagued them. A black ooze seeps from the bark of trees, and out of the ears and noses of animals.

Typhina sits up and looks around to see the forest returning to its normal self. “Thank you all for bringing me back from the darkness. Sadly, I fear the ritual was only partly successful. The corruption has been weakened but lingers still. I must go and undo what I can.” The dryad walks into the forest and disappears.



If the Typhina is killed, the creatures continue to fight the adventurers, until either side wins. Once the fight is over, read or paraphrase:

The dryad lies dead before you. Her last moments were spent trying to undo the damage she had wrought upon the forest that once trusted her to protect it. A faint smile remains on her face, as if to say she was happy to be herself again, if only during her dying breath.

The corruption in the forest feels to have been weakened, but not fully removed. All that remains, is to return to Thand'Arethen with the Dathlil petals.

## Developments

**Zhentarim Mission:** Any character looking to complete the Zhentarim secret mission, can extract corrupted blood/sap from either the dryad or her minions or the awakened tree. If any of the characters become suspicious of the Zhentarim member while they are collecting a sample, they make an opposed Wisdom (Perception) check against the Zhentarim's Dexterity (Sleight of Hand) check. If time permits, allow players to roleplay this scenario out.

## Treasure

There is a pile of amethyst gems worth 100 gp.

## Return to Thand'Arethen

The characters receive different welcomes depending on how they performed in the forest.

**Dathlil plant is destroyed:** Iliren is disappointed but gives them lodging and food for one night as thanks for their efforts.

**Ritual was stopped:** If the characters stopped the ritual, and brought the Dathlil petals back to Thand'Arethen, the sick hunters give the party a pair of *bracers of archery* as thanks.

**Dryad was saved and corruption removed:** As you enter the village, the inhabitants seem more energetic and vibrant than when you left. The characters receive the *bracers of archery* as thanks. A small feast is the party's honor.

## Rewards

Make sure 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 are listed per character.

### Combat Awards

| Name of Foe          | XP Per Foe |
|----------------------|------------|
| Aarakocra, Corrupted | 50         |
| Dryad, Corrupted     | 200        |
| Awakened Tree        | 450        |
| Vine Blight          | 100        |

### Non-Combat Awards

| Task or Accomplishment   | XP Per Character |
|--------------------------|------------------|
| Catching the Satyr       | 100              |
| Stopping the Ritual      | 100              |
| Saving the Dryad         | 200              |
| Putting the Dead to Rest | 100              |
| Clearing the Chase       | 50               |

The adventures minimum and maximum XP awards are located on the Adventure Rewards document. Note that DDAL adventures award a maximum of the “target XP” award. Only epics may grant the “maximum” amount.

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

The **maximum** total award for each character participating in this adventure is 850 **experience points**.

## Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

### Treasure Awards

| Item Name        | GP Value |
|------------------|----------|
| Silver Medallion | 20       |
| Amethysts        | 100      |

**Consumable magic items** should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

**Permanent magic items** are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

## Bracers of Archery

*Wondrous Item, uncommon (requires attunement)*

While wearing these bracers, you have proficiency with the longbow and shortbow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons. This item can be found in **Player Handout 3**.

## Potion of Healing

*Potion, common*

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

## Scroll of Lesser Restoration

*Scroll, uncommon*

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

## Story Awards

During the course of this adventure, the characters may earn the following story award:

**Putting the Dead to Rest.** You put the undead aarakocra to rest. The aarakocra shaman, Yael Riss in CCCGOC01-03, *Winds of Rot* knows the spirits of his people have been laid to rest, and characters have advantage on Charisma (Persuasion) checks when interacting with him.

More information can be found in **Player Handout #2**.

## Renown

Each character receives **one renown** at the conclusion of this adventure.

**Members of the Emerald Enclave** that either help cure or kill the dryad, thus ending the spread of corruption in this area, earn **one additional renown point**.

**Members of the Zhentarim** that collected a sample of the corruption and brings it back to Thand'Arethen earn **one additional renown point**.

## DM Reward

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In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

## Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

***Iliren (Ill-eer-in).*** Iliren is an old wood elf. Having spent most of his life trying to protect nature he retired to the village of Thand'Arethen, acting as their elder and providing wisdom and healing when needed.

Iliren while wise, enjoys small moments of laughter. Particularly when he uses his powers to play tricks on others.

***Wilji (Will-jee).*** Wilji is a gnome tinkerer. He is constantly fiddling with some mechanical contraption or other, and becomes oblivious his surroundings while he's working. This describes how he first found Thand'Arethen. He was trying to fix a mechanical bird toy, and his horse led his wagon into the Quivering Forest until he was stopped by Thand'Arethen's sentries. He convinced the elves that he was not a threat, and now makes regular stops at the village to trade.

## 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) |

**Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing

**Senses** passive Perception 10

**Languages** one language known by its creator

**Challenge** 2 (450 XP)

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

#### Actions

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

### Aarakocra

*Medium humanoid, neutral good*

**Armor Class** 12

**Hit Points** 13 (3d8)

**Speed** 20 ft., fly 50 ft.

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 10 (+0) | 14 (+2) | 10 (+0) | 3 (-4) | 6 (-2) | 5 (-3) |

**Skills** Perception +5

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

**Senses** passive Perception 15

**Languages** --

**Challenge** 1/4 (50 XP)

**Dive Attack.** If the aarakocra is flying and dives at least 30 feet straight toward a target then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

#### Actions

**Talon.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

### Dryad

*Medium plant, unaligned*

**Armor Class** 11 (16 with barkskin)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

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

**Skills** Perception +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Elvish, Sylvan, Draconic

**Challenge** 1 (200 XP)

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

At will: *druidcraft*

3/day: *entangle*, *goodberry*

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

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

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

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

#### Actions

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

**Fey Charm** The corrupted dryad targets one humanoid or beast that she can see within 30 feet of her. If the

target can see the corrupted dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to 3 beasts charmed at a time.

## Iliren (Druid)

*Medium wood elf, neutral good*

**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** darkvision 60 ft., passive Perception 14

**Languages** Common, Elvish, Druidic

**Challenge** 2 (450 XP)

**Spellcasting.** Iliren is an 4<sup>th</sup>-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following druid spells prepared:

Cantrips: *druidcraft*, *produce flame*, *shillelagh*

1<sup>st</sup> level (4 slots): *cure wounds*, *longstrider*, *thunderwave*, *speak with animals*

2<sup>nd</sup> 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, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8+2) bludgeoning damage with *shillelagh*.

## Satyr

*Medium fey, chaotic neutral*

**Armor Class** 14 (leather armor)

**Hit Points** 31 (7d8)

**Speed** 40 ft.

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

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

**Senses** passive Perception 12

**Languages** Common, Elvish, Sylvan

**Challenge** 1/2 (100 XP)

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

## Actions

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

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

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

## Vine Blight

*Medium plant, neutral evil*

**Armor Class** 12

**Hit Points** 26 (4d8+8)

**Speed** 10 ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA    |
|---------|--------|---------|--------|---------|--------|
| 15 (+2) | 8 (-1) | 14 (+2) | 5 (-3) | 10 (+0) | 3 (-4) |

**Skills** Stealth +1

**Condition Immunities** blinded, deafened

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP)

**False Appearance.** While the blight remains motionless, it is indistinguishable from a tangle of vines.

## Actions

**Constrict.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until

this grapple ends, the target is restrained, and the blight can't constrict another target.

**Entangling Plants (Recharge 5-6).** Grasping roots and vines sprout in a 15-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 12 Strength saving throw or become restrained. A creature can use its action to make a DC 12 Strength check, freeing itself or another entangled creature within reach on a success.

### Black Bear

*Medium beast, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 19 (3d8+6)

**Speed** 40 ft., climb 30ft.

---

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

---

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** --

**Challenge** 1/2 (100 XP)

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

### Actions

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

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

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft. one target. *Hit:* 7 (1d4+2) slashing damage.

### Wolf

*Medium beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d8+2)

**Speed** 40 ft.

---

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

---

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** --

**Challenge** 1/4 (50 XP)

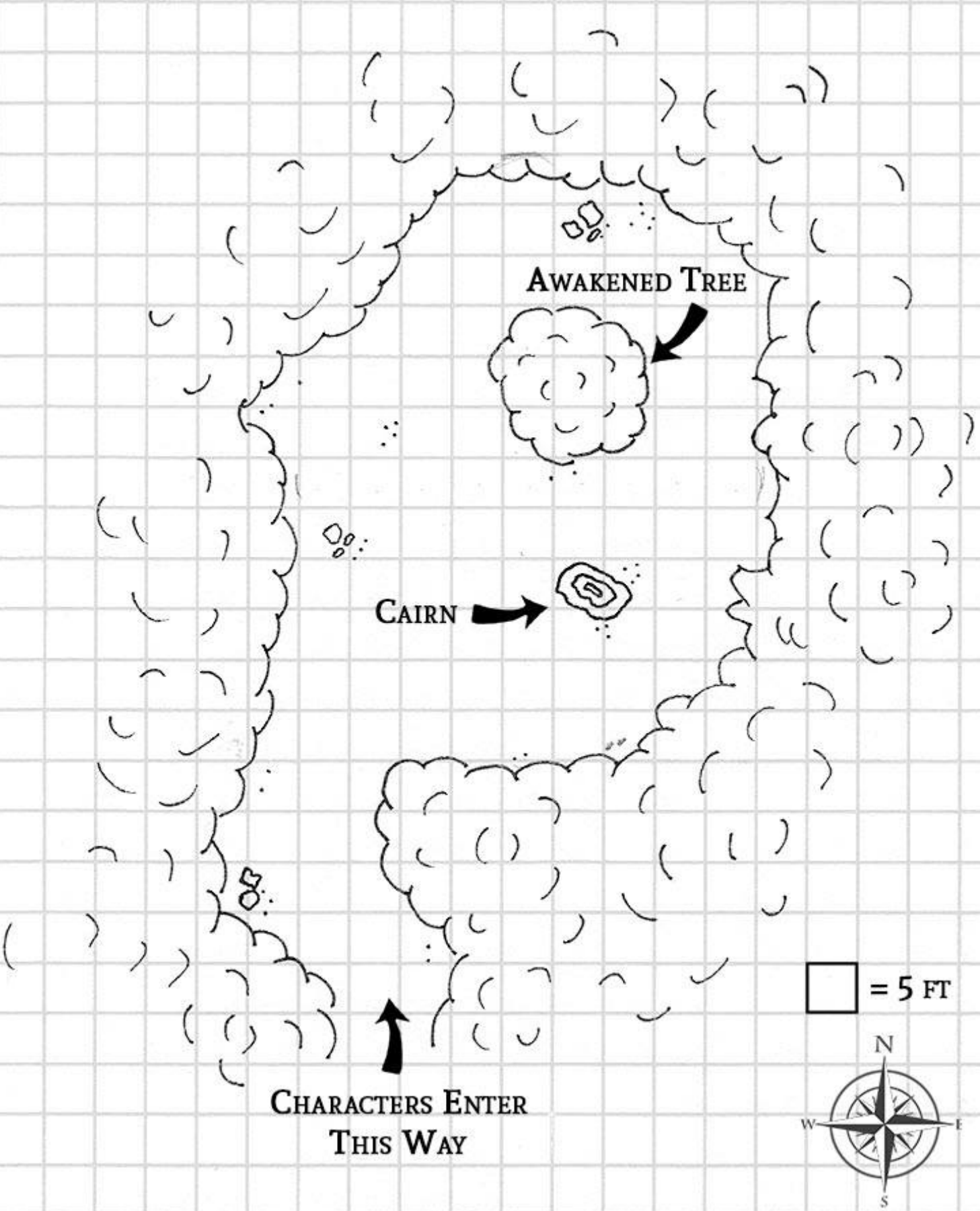
**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

### Actions

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

Appendix. Map



## Appendix. The Chase

Have each character roll initiative to determine the order. The chase spans the course of 6 stages. Each stage takes one turn to overcome, if done successfully. The satyr starts in the third stage, and the party starts in the first stage. Any character, including the satyr, who fails to pass a stage must wait until their next turn to re-attempt that stage. If a character beats the DC of a given stage by 5 or more, they may attempt the next stage in the same turn. They may only do this once per round.

If the satyr is one stage ahead of the nearest character he has half cover from ranged attacks. If he is two stages ahead, he has full cover.

A character in the same stage as the satyr may attempt to grapple him using the rules governing grappling in the *Player's Handbook*. A character may only attempt to grapple once each round.

The obstacles and penalties for each stage are listed below:

- **First Stage.** A deceptively deep mud puddle lies in your path. Make a **DC 5 Dexterity saving throw**. On a failed roll, the character slips and falls. If a character falls in the mud, any character that goes after them can make their saving throw at advantage.
- **Second Stage.** A rough patch of brush blocks your path. Make a **DC 7 Strength (Athletics) or Dexterity (Acrobatics)** check, player's choice.
- **Third Stage.** A 10 foot deep ravine appears in front of you. A narrow, collapsed tree serves as the only bridge across. Make a **DC 10 Dexterity** check. On a failed roll, the character falls into the ravine and takes 1d6 falling damage. On their next turn they may climb out of the ravine to pass this stage.
- **Fourth Stage.** Low hanging branches are in your path. Any character with a passive Wisdom (Perception) of 13 or higher notices the branches and can easily avoid them. Anyone with a score 12 or lower must make a **DC 13 Dexterity check**. On a failed roll, the character takes 1d3 bludgeoning damage, then must make a DC 10 Strength

(Athletics) or Dexterity (Acrobatics) check. On a failed roll the character is knocked prone. Any creature size Small or smaller does not need to roll to pass this zone.

- **Fifth Stage.** This stage is filled with net traps. A **passive Perception of 13 or better** notices the traps and allows the character to easily avoid the traps. Any character with a passive Perception of 12 or lower must make a **DC 15 Dexterity saving throw**. A failure results in the character being pulled up into the trees, suspended in a net. A character caught in the net, must wait until another character cuts them down.
- **Sixth Stage.** You run into a patch of razorvine. Make a **DC 15 Dexterity saving throw** to avoid the razorvine. On a failed save, a character takes 1d10 slashing damage.

The chase ends in one of three ways:

1. The satyr successfully passes the Sixth Stage.
2. If the satyr ends his turn grappled, he is caught, and becomes a prisoner of the party, or he fails the Fifth Stage.

If the characters catch the satyr, they earn XP for both Catching the Satyr.

Whether the characters succeed or fail to capture the satyr, allow every character to make their way to the Sixth Stage, or whatever stage the satyr was caught in.

## Appendix. Story Award Tie-Ins from CCC-GOC01

During the course of this adventure series, the characters may earn the following story awards. This sheet is for your reference for the effects they have upon this adventure, and include DM information not listed in the player Story Awards.

### Gained from CCCGOC01-01, *Tree Rot*.

---

#### Forewarning

You learned that a dryad and a satyr were helping to corrupt the forest, though these creatures typically work to protect it. When one of your other characters plays CCCGOC01-02, *Cairns of Rot*, they gain advantage on Wisdom (Insight) checks to determine if other protectors of the forest have been corrupted.

#### Putting the Dead to Rest

You put the undead aarakocra to rest in CCCGOC01-01, *Tree Rot*. When one of your other characters plays CCCGOC01-03, *Winds of Rot*, the aarakocra shaman, **Yael Riss**, knows the spirits of his people have been laid to rest, and characters have advantage on Charisma (Persuasion) checks when interacting with him.

#### All the Pretty Flowers

The corrupted dryad was successful in destroying the dathlil flowers within the Quivering Forest. Without their presence, the corruption spreads much quicker, and affects those who would have been otherwise protected. When one of your other characters plays CCCGOC01-03, *Winds of Rot*, the gryphons and gryphon riders have been affected by the corruption, and are at disadvantage to catch a character that falls from the earthmote.

### Gained from CCCGOC01-02, *Cairns of Rot*.

---

#### Enemies Afoot

You have learned that the strange stone cairns play a role in spreading the corruption throughout the Quivering Forest, and you pass along the information to others. When one of your other

characters plays CCCGOC01-01, *Tree Rot*, this knowledge may prove useful.

When characters encounter the dryad and the cairn, they may make a Wisdom (Nature) or Intelligence (Arcana) check, at advantage, to realize the power of the cairn can be used to destroy all the Dathlil flowers in the area, a terrible set back in the fight to halt the corruption. They also realize that the dryad, or another powerful forest protector, could use the cairn to reverse the corruption in the area by using the Dathlil flowers in the ritual.

#### Secrets Revealed

You saved the aarakocra slaves from the dark druid's ritual. In return, they tell you they heard the druid telling strange, twisted creatures to hunt down a sorceress that has been sent to stop the druid's master, as well as where the druid sent them. When one of your other characters plays CCCGOC01-03, *Winds of Rot*, your character has advantage on the checks needed to find Ciliksandra.

#### Corruption Unchained

You were unsuccessful at stopping the ritual, and the corruption has spread. When one of your other characters plays CCCGOC01-01, *Tree Rot*, or CCCGOC01-03, *Winds of Rot*, the burden of your failure is placed upon those characters. Suffering from the psychic malignancy of the corruption, characters must succeed on a DC 10 Charisma saving throw every two hours of in-game time, or suffer one level of exhaustion.

### Gained from CCCGOC01-03, *Winds of Rot*.

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#### Lessening Influence

By breaking the gemstone and freeing the fiend within, you have stemmed the tide of the corruption. When one of your characters plays CCCGOC01-01, *Tree Rot*, you have the opportunity to convince a would-be enemy not to fight, and to help heal the forest instead.

This allows the characters to attempt a non-combat resolution with the dryad, where the DM will run the alternate solution encounter.

#### No Mote In the Sky

You have defeated the dracolich and Velvet's emissary, and the Cloud Glider tribe has survived to find a new place to call home. When one of your

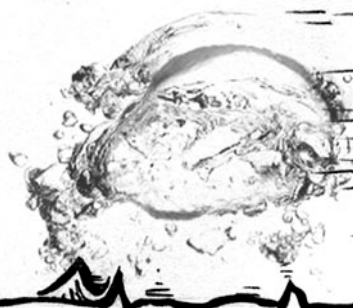
characters plays CCCGOC01-02, *Cairns of Rot*, the earthmote will not be seen in the sky.

When running the final combat, the DM does not include the effects of the earthmote being present.

## Player Handout 1. Zhentarim Orders

The bosses have heard of a strange poison spreading throughout the forest. Use this vial to collect a sample. All you need to do is bring the sample back to Than'Arethen, our people will do the rest.

Do not be caught with the sample! The other factions mustn't know that we have it.



## Player Handout 2. Story Awards

### Forewarning

---

You learned that a dryad and a satyr were helping to corrupt the forest, though these creatures typically work to protect it. When one of your other characters plays CCCGOC01-02, *Cairns of Rot*, they gain advantage on Wisdom (Insight) checks to determine if other protectors of the forest have been corrupted.

### Putting the Dead to Rest

---

You put the undead aarakocra to rest in CCCGOC01-01, *Tree Rot*. When one of your other characters plays CCCGOC01-03, *Winds of Rot*, characters may find an ally waiting for them on the earthmote.

### All the Pretty Flowers

The corrupted dryad was successful in destroying the dathlil flowers within the Quivering Forest. Without their presence, the corruption spreads much quicker, and affects those who would have been otherwise protected. When one of your other characters plays CCCGOC01-03, *Winds of Rot*, the gryphons and gryphon riders have been affected by the corruption, and are at disadvantage to catch a character that falls from the earthmote.

## Player Handout 3. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

### Bracers of Archery

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*Wondrous item, uncommon (requires attunement)*

While wearing these bracers, you have proficiency with the longbow and shortbow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons.

These cured leather bracers are etched with the images of arrows chasing wild animals.

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