

D&D
ADVENTURERS
LEAGUE

CAIRNS OF ROT

THE GIFTS OF CORRUPTION TRILOGY

CCCGOC-01-02



Cairns of Rot

The woodelf village of Thand'Arethen in the Quivering Forest discovered a dark and arcane corruption destroying the forest, threatening the village's survival. The Corruption mutates anything living in the Quivering forest, changing the flora and fauna into dark corrupted echoes of what they were in life.

A 2-Hour Adventure for 5th -10th Level Characters



B-CON

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Adventure Code: CCCGOC01-02

Optimized For: APL 8

Version: 1.0

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Introduction

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

Scouts from the the woodelf village of Thand'Arethen in the Quivering Forest have discovered a corruption destroying the forest. Many scouting parties are reporting strange creatures, mutated plants, and eerie lights in the forest.

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. 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 5	Very weak
3-4 characters, APL equivalent to 5	Weak
3-4 characters, APL greater than 5	Average
5 characters, APL less than 5	Weak
5 characters, APL equivalent to 5	Average
5 characters, APL greater than 5	Strong
6-7 characters, APL less than 5	Average
6-7 characters, APL equivalent to 5	Strong
6-7 characters, APL greater than 5	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:

Module Code	Module Name
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.

Adventure Background

Iliren, a village leader, has contacts in the Emerald Enclave and has beseeched the faction for help. Iliren needs a group of adventurers to find the source of the corruption and, if possible, to destroy it.

The adventurers attempt to disrupt a ritual aimed at accelerating the spread of the corruption throughout the forest. **The adventurers have 8-hours from the time that they leave the village to stop the ritual.**

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Iliren (IL-LEE-RIN). Iliren is an elder of the village and is always found nearby. Even though he is an elf, he shows the weight of his years.

Adventure Overview

The adventure is broken down into 3 parts:

Part 1. The Call – The adventurer's meet Iliren and learn of the corruption destroying the Quivering Forest.

Part2. The Cairns – The adventurer's find a strange ritual that is corrupting the flora and fauna of the Quivering Forest.

Part3. The Ritual – The adventurer’s find the source of the corruption and realize it is just one piece of a bigger puzzle.

Adventure Maps

There are several optional map tiles ready to print and play included in this adventure. Each one is included in the appendix section. The Forest Map Tile can be used to create an expansive forest scene and to flesh out the maps for parts 2 and 3.

Part 2 and Part 3 each have a player tile and a DM map reference tile. The DM reference suggests placement of the enemies.

The last map details the general area for the DM and players.

Adventure Hooks

Brethren in Need (Faction Assignment). Iliren is a druid with ties to the Emerald Enclave, who has asked them to send faction agents to the area to investigate the corruption and to determine the fate of his scouts.

Looking for the Source. If the players have already played Tree Rot, CCCGOC01-01, and are familiar with the corruption of the Quivering Forest, they follow blackened trees and corpses of transmuted animals to the village of Thand’Arthen, where Iliren makes a plea for help.

Opportunity Knocks. The group is travelling between adventures. One night while camping a messenger from Thand’Arthen stumbles into the camp, clutching a parchment. The elf is mortally wounded, just before she succumbs to her wounds, she whispers in common, “Please, on your honor help us.” The parchment contains Iliren’s request for help from the Emerald Enclave and a rough map to the village.

Part 1. The Call

Estimated Duration: 15 minutes

This section is built around roleplaying and meeting Iliren, a village elder, taking place in the woodelf village of Thand’Arthen in the Quivering Forest.

Thand’Arthen

This is a quiet woodelf village that does limited trade with those outside of the Quivering Forest. There is a tinker that visits to trade for goods, he is not present in this adventure. The village has little need for gold pieces and what little they have they tend to trade to the tinker. They will also have

limited basic staples (food, drink, rope, clothing, etc.) that can be bartered to the adventurers. They would trade for items of equal value.

Tricks of the Trade

During this section role-play Iliren as a good natured elder with the fate of his people weighing heavily on him.

This is also a good time to show the toll the corruption has taken on the people by emphasizing the despair they all feel through how they complete tasks with a sense of rote numbness or by describing despondent looks they give the group.

There is also a time component to this adventure. If the group doesn’t arrive at Part 3 within 8-hours they will fail to stop the ritual. The time starts counting down as soon as Part 1 has been completed.

Time is Tickin’ Away

The time component in this adventure starts once the adventurers leave the village. This time factor is based on travel. At the end of each part there will be a group check that the party will need to make to navigate to the next part without being delayed. If they fail this check, they will lose some time on their travels. Note down the travel time as the group moves to the next section.

The party shouldn’t know about the time component until Part 2, this will be revealed through social interactions in Part 2, where it will be revealed through roleplay. Just ask them if they want to go at a slow, normal, or fast pace as they move between the parts of the adventure.

General Features

Thand’Arthen has the following general features.

Terrain. Forest terrain with a lot of undergrowth.

Weather. Fair, partly cloudy, with what looks like a storm from moving in from the north.

Light. Bright sunlight broken up by the occasional large cloud group

Smells and Sounds. The elves go about their routine in near silence, the rest of the forest sounds seem subdued. Earth and most permeate the air.

Meeting Iliren

Thand'Arthen looms before you, the shadow of the forest wrapping skeletal arms around the village. As you move closer, the quiet of the village presses in on you, the barest of noises flitters through the air as the elves drag through the motions of their tasks. As you pass, grim faces stare at the ground, as if their very souls have been drained of hope. In the town square there is a lone, crag-faced, woodelf raising his hand in welcome, beckoning you to approach him.

As the group moves toward the beckoning woodelf read:

As the figure holds his arms out wide in front of him, palms up, and with a slight bow he says, "I am Iliren, elder of this village. I pray that the gods have answered my prayers and that you are here to help us solve the mystery of the corruption destroying our home and my people. Won't you join me to discuss the matter further?"

Iliren will then make a sweeping gesture, pointing to his home. He then starts to walk that direction. As the group joins him read:

Iliren, welcomes you into his single room hut. Plain, but skillfully made chairs and table take up the center of the room. A few furs and feather arrangements cover the walls. The wall opposite the fireplace, has a large shelf full of books from all over Faerûn. The sweet smell of lilacs drift upon the air. Iliren, invites you to have a seat and pours you mint tea into carved wooden cups. He tells you to help yourself to biscuits on the table. He says, "Well now, where shall we begin...."

Iliren's Information

If any of the players (yes, I mean players not characters) have played CCCGOC01-01 Tree Rot then the following information is available, this is written in a conversational style to make it easier to narrate them to the players.

- About a ten-day ago there was a sickness afflicting the village. Hunters ate a stag that was corrupted by some sort of magic and became sick. A group of adventurers helped by finding herbs to cure the sickness.
- There was a dryad corrupting woodland creatures, satyrs, and the forest itself. The tree that the dryad

was bound too oozed a thick, foul-smelling, black sap.

- Aarakocra bodies were also found throughout the forest and showed signs of the same sickness as the village. While the dryad was alive the bodies would animate and attack if any came close.
- We thought once the dryad was defeated that would be the end of the corruption.
- Once the village was cured of the sickness, we sent for scouting parties to see if the corruption was gone. Instead, we discovered that the corruption has expanded. Only three of our scout parties returned, the last one is half a ten-day overdue.
- The scouts reported finding stone cairns covered with arcane writings. These cairns were carved in the shapes of skulls. A feeling of evil permeated the area. They also reported corrupted trees that seem to come alive, along with strange lights coming from deep within the forest. The scouts swear that the trees, along with large bird monsters, attacked them at night and drove them out of the area.

If the players haven't played CCC-GOC01-01 Tree Rot then the following information is available:

- About a ten-day ago we noticed sickened woodland animals, and some of them looked to be transformed with extra limbs, or eyes.
- We sent 4 groups of scouts out, only three returned. The last one is overdue by 5 days.
- The scouts reported finding stone cairns covered with arcane writings. These cairns were carved in the shapes of skulls. A feeling of evil permeated the area. They also reported corrupted trees that seem to come alive, along with strange lights coming from deep within the forest. The scouts swear that the trees, along with large bird monsters, attacked them at night and drove them out of the area.

Once the information has been role-played out read the following:

I would like you to find the stone cairns, determine the source of the corruption that is in the Quivering Forest and, if possible, destroy the source. If you can't destroy it, the Emerald Enclave will need detailed observations so that they might find a way to rid the forest of the corruption. In exchange for your service I will provide you with three potions of healing now. Upon your return I gift you a Heward's Handy Haversack that was my fathers. The village has little need for money, but we know it is used in the outside world. Our village members have accumulated 200 gp over the years and offer this to you as well.

This is all Iliren has of value to give them. The village survives on what they harvest from the forest and from bartering with travelers and the surrounding communities, as such, they have little need for money.

Developments.

The adventurers are given a map of game trails that lead to where scouts found the first cairns, travel takes four hours at a normal pace, 6 hours at a slow pace, and 3 hours at a fast pace.

As the group leaves the village, have the navigator make a Wisdom (Survival) check, DC 13. If they fail, add 1 hour to the time it takes for the chosen travel pace. If they fail the check by 5 or more, add 1.5 hours instead to the chosen travel pace. Feel free to narrate this such as: becoming lost, running from a stampede of corrupted elk, or overcoming natural obstacles like tangle plants, or fallen trees. You can make up your own narrative as well, just be sure it fits the theme and doesn't suggest another encounter that may want to make them stop.

As they leave, the village looks at them with a small glimmer of hope for their forest. Feel free to role-play this up to add pressure on the adventurers as time allows.

Part 2. The Cairns

Estimated Duration: 45 minutes

This section is built around exploration and combat. The adventurers will discover a group of enemies that are intent on spreading the corruption.

General Features

This section of the Quivering Forest has the following features.

Terrain. Deep forest, heavy undergrowth.

Weather. Partly cloudy, with what looks like a storm from moving in from the north.

Light. Dimly light during the day due to a heavy forest canopy. Completely dark at night.

Smells and Sounds. Very little wildlife sounds, hints of a foul smell mingling with the earthy scent of the deep forest.

Picking up the Trail

Suddenly the trail opens up into a large clearing carpeted with soft grassy earth and dotted with a dozen trees throughout the space. Earth, rot, and a sickly-sweet odor assaults your nostrils. The shadows of trees seem to be pressing on you. Several of the trees in the open area are to be charred and have a viscous black sap flowing down their trunks.

Allow the adventurers a few moments to discuss the situation, read the following as they start to make plans or move into the clearing.

From the edge of the clearing, you can hear rhythmic singing in a strange tongue drifting from the middle of the clearing. Fleeting glimpses of something moving in time to the singing draws your attention across the clearing. Figures surround a blackened tree that seems to be swaying from side to side.

If any of the players have played CCCGOC01-01 Tree Rot, then there is one **dryad** that has just completed a ritual to empower the cairn. With her are two **venom trolls**. The dryad will laugh at the group, telling them that they are too late, as she tree strides away, leaving them to deal with the trolls.

If the players have not played Tree Rot then the dryad is still three rounds from completing the ritual and will leave as soon as she is finished. The two venom trolls will attack immediately.

The dryad is covered in a thick black substance and has a maniacal look in her eyes.

What is Going On?

- A druid or ranger will immediately recognize that the blackened tree is being corrupted by the dryad.

Otherwise, an Intelligence (Nature) DC 15 check will reveal the nature of the tree.

- An Intelligence (Arcana) check won't reveal anything other than the dryad is performing some sort of ritual that transmutes the life force of living things.

Adjusting this Encounter

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

- **Very Weak:** Remove a **venom troll**, half the hit points of the remaining **venom troll**.
- **Weak:** Remove a **venom troll**.
- **Strong:** Add a **dryad**.
- **Very Strong:** Add a **dryad** and the **venom trolls** each have 130 hp.

Tactics

Dryads

If there is only one dryad then it will continue the ritual while the venom trolls engage the group.

If there are more than one dryad, one will continue the ritual and the others will do the following:

- One will cast Entangle to catch as many adventurers as possible.
- The other will get close enough, to use its Fey Charm action on the strongest character, starting with fighters or those using ranged weapons. She will then cast Shillelagh on its club.
- Every other round one will try to charm the adventurers while the other one moves in and harasses magic users with its club.
- Use Tree Stride liberally

Venom Troll

- One will attack the closest melee combatants.
- The other one will go after any ranged attackers.
- Both trolls will try to use their venom spray ability to affect the largest number of characters.

The Stone Cairns

A series of bone white stones, carved in the shape of skulls, ring several trees. These stones have arcane markings on them, if you touch one a wave of evil washes over you. There are several clues that can be found.

Clues:

- Wisdom (Nature) DC18 – The stones have residue of a moss that only grows in Glumpen Swamp

- Intelligence (Arcana) DC 15 – The sigils are part of a binding and transmutation ritual that infuses living things with necrotic energy.
- Wisdom (Survival) or Intelligence (Investigation) DC 12 – The cairns seem to form a line. Investigating the surrounding woods shows more cairns 60 feet from the grove. These cairns give a direction lead the adventurers to the heart of the forest.

Developments

After the battle the adventurers will hear a moan come from the edge of the woods. If they investigate they will find a woodelf clinging to life. The following information can be gained:

- He's part of a scouting party from Thand'Arethen that tracked the dryad to this location
- The rest of his group was taken deeper into the forest towards the flashing lights
- The dryad spoke of a ritual being completed in the next few hours that will corrupt the forest forever

The adventurers see flashes of light rising over the tree canopy, seemingly coming from the heart of the forest.

Travel

It will take 3 hours to travel to the next section at a normal pace, 2.25 hours at a fast pace, and 4.5 hours at a slow pace. As the group leaves this part, have the navigator make a Wisdom (Survival) check, DC 13. If they fail, add 1 hour to the time it takes for the chosen travel pace. If they fail the check by 5 or more, add 1.5 hours instead to the chosen travel pace. Feel free to narrate this as becoming lost such as: running from a stampede of corrupted elk, or overcoming natural obstacles like tangle plants, or fallen trees. You can make up your own narrative as well, just be sure it fits the theme and doesn't suggest another encounter that may want to make them stop.

Tricks of the Trade

If the adventurers decide to use a pace that would make them arrive late, you may want to remind them that the elf said that the ritual is due to be completed in a "few hours", but had no reference to when the ritual started or how long it would take. You know your group best, use the prompting that makes sense to you; keep in mind a group of new players may need more prompting.

Part 3. The Ritual

Estimated Duration: 60 minutes

This section is built around combat and is meant to be a very challenging encounter.

General Features

This section of the quivering forest has the following features.

Terrain. Deep forest, moderate undergrowth.

Weather. Partly cloudy, with what looks like a storm from moving in from the north.

Light. Dimly lit during the day due to heavy forest canopy. Completely dark at night. The darkness is broken by intermittent flashes of light coming from the cairn

Smells and Sounds. Very little wildlife sounds, hints of a foul smell mingling with the earthy scent of the deep forest. A buzz fills the air when the lights flash.

Are They in Time?

Adventurers arrive within 8 hours

The druid is still performing the ritual. Read the following:

As you close in on the pulsing light you begin to hear chanting ahead of you. At the center of a clearing a 20-foot tall cairn of bone white stone stands pulsing with a green light matching the tempo of the chanting. The cairn is ringed by small figures. On top of the cairn stands a hooded figure, chanting with arms raised overhead, blood dripping from a clenched fist. You see several aarakocra bodies littering the ground in front of the cairn. They seem to be covered in a glistening black substance. There are four aarakocra and two elves chained to the base of the cairn, writhing in pain with each pulse of light.

If none of the players have played CCCGOC01-03 Winds of Rot the earth mote will arrive and affect the encounter, also read the following:

Above the canopy you see an earth mote quickly advancing towards the flashing light. A black cloud flows off the mote, encompassing the forest below. You estimate the mote will be directly overhead within moments.

Adventurers arrive after 8 hours

If the players have not played Winds of Rot read the following:

You see a menacing sight before you. A gargantuan earth mote is hovering directly over the stone cairn. A black cloud flows from the mote, covering the forest, wreaking havoc on the living plants. You feel as if something is trying to claw away your life force. There are four aarakocra and two elves lying limply at the base of the cairn. They scream as the corruption flows over them. A sudden movement draws your eye to a figure on top of the cairn. As soon as you focus on the figure it disappears. Frenzied laughter erupts from several enemies as they rush toward you through piles of dead aarakocra to start their attack.

If any of the players have played Winds of Rot then the earth mote doesn't arrive because it was stopped in that adventure, however, they will see it floating off in the distance heading away from them. The earth mote will not affect the encounter. Ignore the tactics section for the earth mote in this case. Read the following:

As you close in on the pulsing light you begin to hear chanting ahead of you. At the center of a clearing a 20-foot tall cairn of bone white stone stands pulsing with a green light matching the tempo of the chanting. The cairn is ringed by small figures. On top of the cairn stands a hooded figure, chanting with arms raised overhead, blood dripping from a clenched fist. As soon as the blood splashes upon the altar, the figure disappears. You hear a faint cry from four aarakocra and two elves that are chained to the base of the cairn. You also hear the frenzied laughter of several enemies as they rush through piles of dead aarakocra to attack you.

The Opposition Force

If the party can go undetected then they have surprise, keep in mind certain defenses below happen instantly to an attack regardless of surprise. The aarakocra and elves chained to the cairn will be of no help as they are barely conscious and have 4 levels of exhaustion and 1 hp.

Stone Cairn. The cairn has two sections, the first one is 10 feet tall and 20 feet wide. The second section is 10 feet tall and 10 feet wide. The cairn has had powerful wards laid upon it. Any attack on the druid or detection by the **redcaps** will instantly trigger the wards which will summon several **deathlock wights**, activate a *wall of fire* around the first level of the cairn (heat side facing out), and activate a *wall of force* around the druid's level. The *wall of force* is 10x10-foot panels surrounding the top section of the cairn. There is no obvious activation of the wall of force spell as it's a contingency of the wards.

Druid. The druid is deep in concentration and has no chance detecting a threat. The druid stands upon the cairn engaged in a ritual that seems to be connected to the arrival of the earth mote. The druid can teleport away by activating another ward on the cairn as a bonus action. Assuming the group arrived within the time limit the druid will only teleport away once the ritual is complete or only has 20 or less hit points remaining. The ritual will be complete in 9 rounds from the time the PCs arrive.

Wall of Force. Since the *wall of force* can't be dispelled without a *disintegrate* spell award clever players with inspiration if they find a way around the *wall of force*. Such as the spells jump, fly, misty step, or using an old-fashioned grappling hook.

Deathlock Wights. The cairn's wards summons deathlock wights. The party will see forms materialize near them.

There are two waves of the deathlock wights. Each wave has 1 deathlock wight per character. In the first wave the deathlock wights materialize within 10 feet of each PC. The second wave starts as soon as wave 1 has been destroyed, materializing within 15 feet of each PC.

Redcaps. Two redcaps stand to either side of the cairn to protect the druid and will attack when combat begins. The red caps are on alert and ready for action. They are actively searching the forest's edge.

Adjusting this Encounter

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

- **Very Weak:** remove the **redcaps**.
- **Weak:** There is only 1 **redcap** and it does not use a potion of speed
- **Strong:** Start the second wave when the first has been 50% destroyed
- **Very Strong:** Add a third wave of **deathlock wights**

Tactics

Earth Mote Corruption

- If the earth mote appears then it brings with it a wave of corruption that affects the players and the forest around them. This continues until the ritual is completed or is stopped.
- The earth mote effects take place on initiative count 20 starting on the 3rd round.
- The cloud of corruption coming from the mote causes the forest to blacken and wither. Anyone in the forest must make a Dexterity saving throw, DC 13, or be hit by falling tree limbs, taking 2d10 (11) points of bludgeoning damage.
- The earth mote's corrupting influence also attacks the PCs with a psychic effect that wears them down. Each round the PCs must make a Charisma save, DC 13, or take 1 level of exhaustion. The opposition force is immune to the effects of the earth mote.

Redcaps

- Attack anyone trying to interfere with the druid
- On round 1, they will take cover and drink a *potion of speed*
- Attack on round 2, targeting spell-casters and strong melee characters

Deathlock Wights

- Will immediately attack the characters nearest to them with their *grave bolt* attack or a spell
- They will use their *life drain* ability as PCs move into melee range, especially on held targets.
- The second wave starts as soon as the first wave has been destroyed

Cairn Defenses

- The *wall of fire* will last for 7 rounds
- The *wall of force* will last for 8 rounds

Druid

- Concentrates solely on the ritual and will not attack, even in self-defense
- If brought to 20 HP or lower he will activate a ward that will teleport him away as a bonus action

Treasure

If the party takes the time to pry up the gold and precious gems used to form the druids circle and wards, they recover material worth 1000gp.

The redcaps will have a total of 200 gp on them. In the case of a very weak party, the gold can be found by searching around the cairn. The gold pieces will be in a pack that the druid left behind.

Development

If the ritual is completed, the elves and aarakocra die from having their life-force consumed by the cairn.

If the group stops the ritual and the earth mote appeared in the encounter then the spread of corruption has been halted in the Quivering Forest. If the aarakocra were saved give the players the **secrets revealed** story award.

If the group was unsuccessful in stopping the ritual (including being late) and the earth mote was in the encounter, give the players the **corruption unchained** story award.

Any player that has not played CCCGOC-01-01 gains **enemies afoot** story award.

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
Deathlock Wight	700
Dryad	200
Redcap	700
Venom Troll	2,900

Non-Combat Awards

Task or Accomplishment	XP Per Character
Saving the Aarockra	500

Saving the elves	500
Stopping the druid's ritual	2000

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 4500 **experience points**.

The **maximum** total award for each character participating in this adventure is 6000 **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
Village reward	200 gp
Gold from venom trolls	400 gp
Gold and gems from altar	1000
Redcap gold	200

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*.

Heward's Handy Haversack

Wondrous Item, rare

The haversack is a well-worn, but supple, leather backpack that seems centuries old. This item can be found in **Player Handout 2**.

Potion of Healing

Potion, common

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 awards. **Player Handout 1** has the story awards to give the players.

Secrets Revealed. You have saved the aarakocra slaves. They tell you they heard the druid telling powerful allies to hunt down a sorceress and indicate the direction that they went.

Corruption Unchained. You were unsuccessful at stopping the ritual and the corruption has spread. This will place a burden upon you in the other adventures in this series.

Enemies Afoot. You gain this award if you have not played CCCGOC01-01 Tree Rot. You know the cairns are the focal point of spreading the corruption in the area and that the satyr is using them to spread the corruption to the medicinal plants in the region.

Renown

Each character receives **one renown** at the end of this adventure. If any members of the Emerald Enclave stopped the ritual then they receive 1 additional renown.

DM Reward

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 (IL-LEE-RIN). Iliren is an elder of the village. He dresses in simple robes, has a cragged, weather worn brown face. He speaks softly but confidently. His only concern is for the welfare of his people.

Appendix. Monster/NPC Statistics

Deathlock Wight

Medium undead, neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 37 (5d8 + 15)

Speed 30 ft..

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

Skills Arcana +3, Perception +4

Saving Throws Wis +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 3 (700 XP)

Innate Spellcasting. The wight's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no verbal or material components.

At will: *detect magic*, *disguise self*, *mage armor*

1/day each: *fear*, *hold person*, *misty step*

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight attacks twice with Grave Bolt.

Grave Bolt. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 7 (1d8 + 3) necrotic damage.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Dryad

Medium fey, neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 22 (5d8)

Speed 30 ft.

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

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

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

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

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

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

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

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

Actions

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

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

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

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If the target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours. The dryad can have no more than one humanoid and up to three beasts charmed at a time.

Redcap

Small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d6 + 24)

Speed 25 ft.

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

Skills Athletics +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

Multiattack. The creature makes 3 attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

Venom Troll

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages GTiant

Challenge 7 (2,900 XP)

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

Poison Splash. When the troll takes damage of any type but psychic, each creature within 5 feet of the troll takes 9 (2d8) poison damage.

Regeneration. The troll regains 10 hit points at the start of each of its turns. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll only dies if it starts its turn with 0 hit points and doesn't regenerate.

Actions

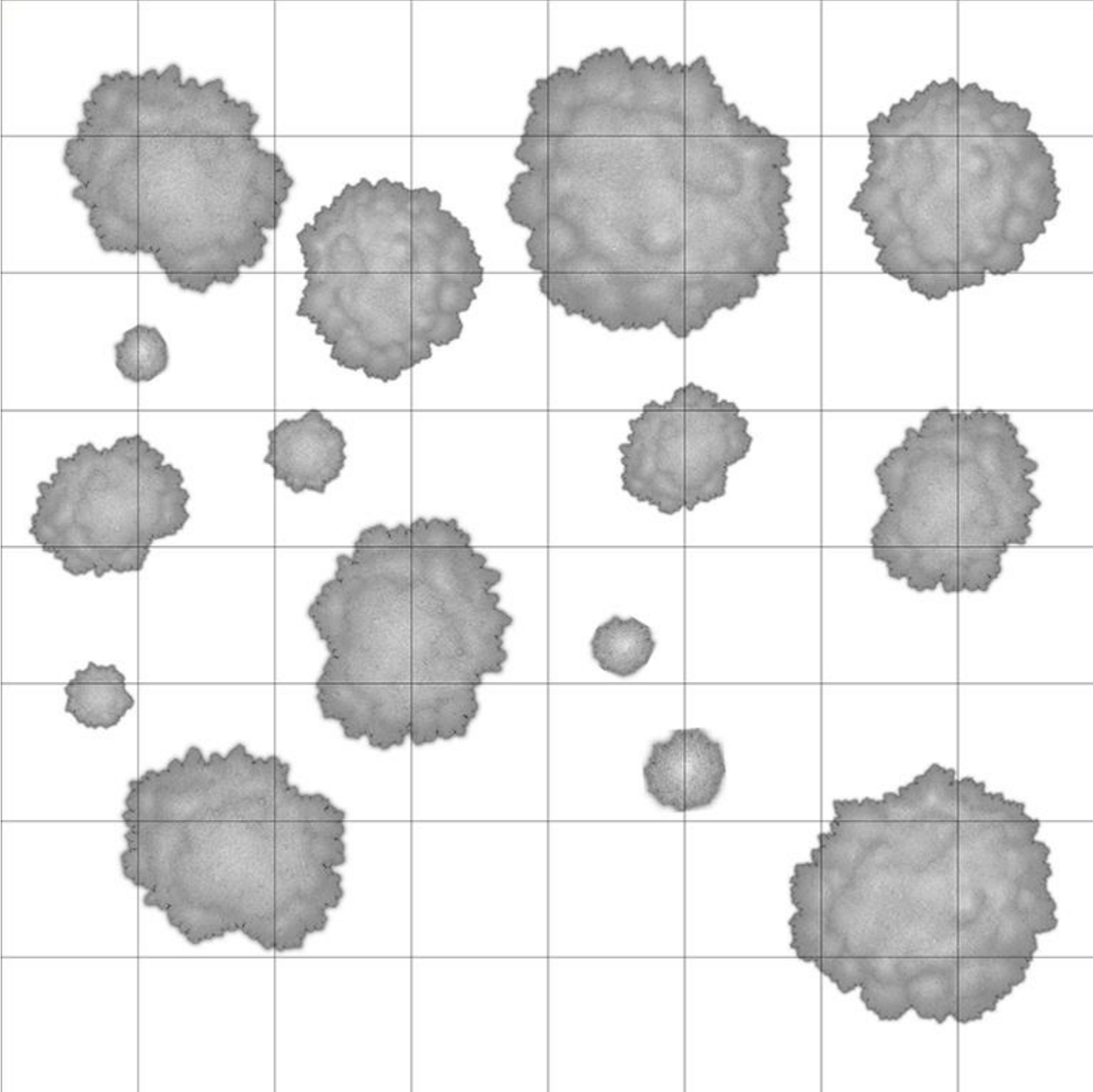
Multiattack. The creature makes three attacks: one with its bite and two with its claws

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 4 (1d8) poison damage, and the creature is poisoned until the start of the troll's next turn.

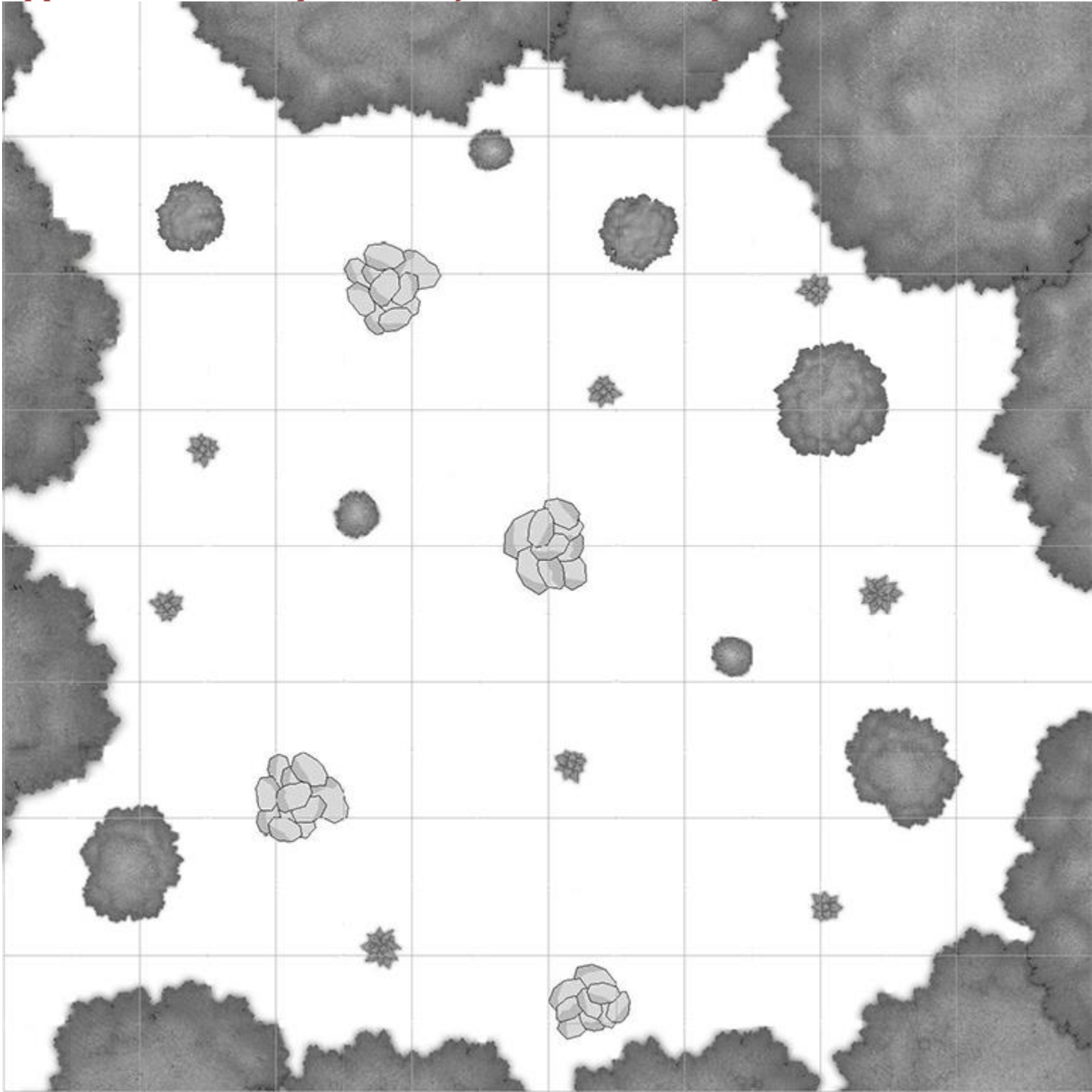
Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 4 (1d8) poison damage.

Venom Spray (Recharge 6). *The troll slices itself with a claw, releasing a spray of poison in a 15-foot cube. The troll takes 7 (2d6) slashing damage (this damage can't be reduced in any way). Each creature in the area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 18 (4d8) poison damage and is poisoned for 1 minute. On a successful save, the creature takes half as much damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.*

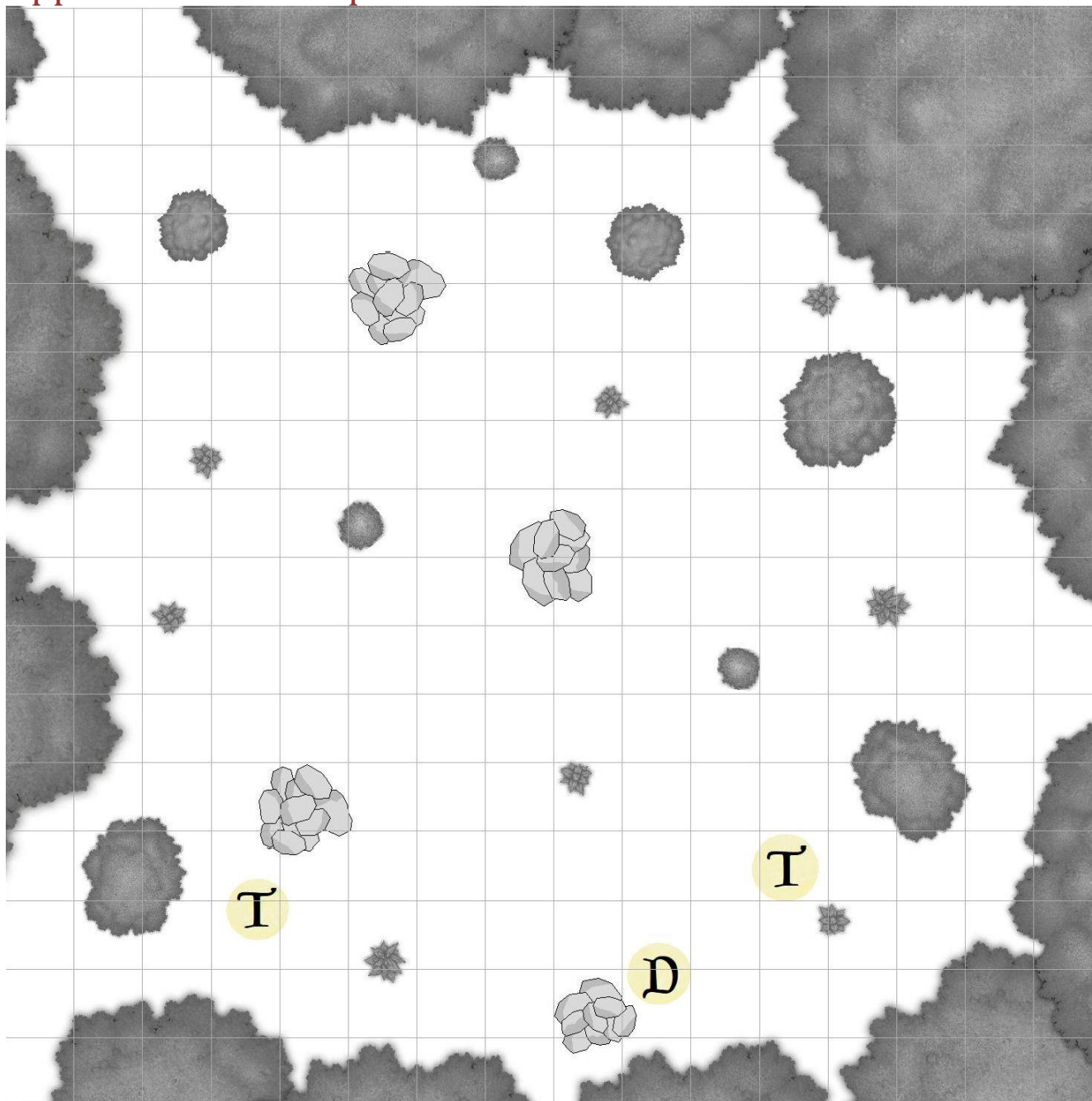
Appendix. Forest Tiles 5 ft squares



Appendix. Part 2 Map Tile – Player Version 5 ft squares



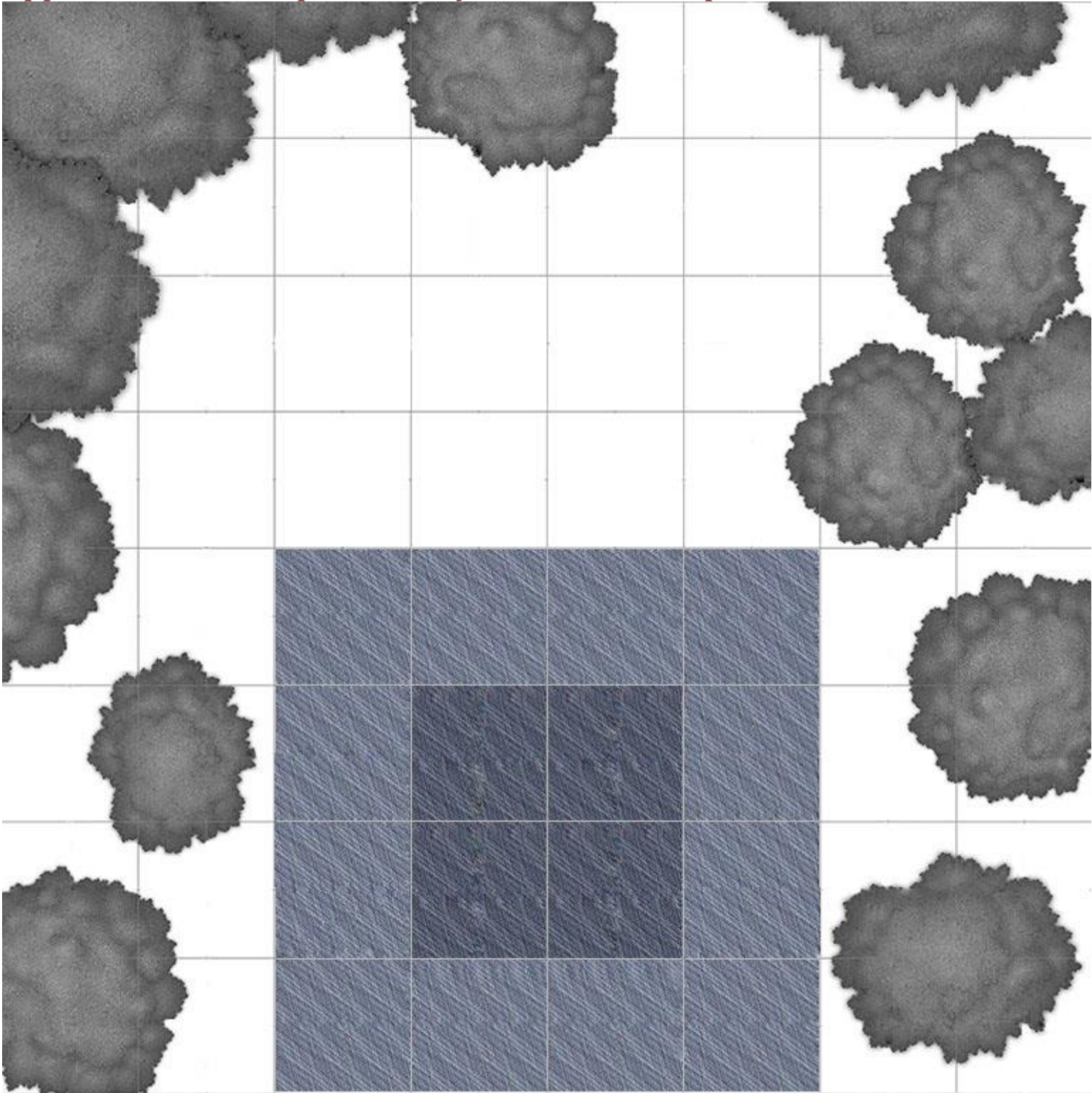
Appendix. Part 2 Map Tile – DM Version



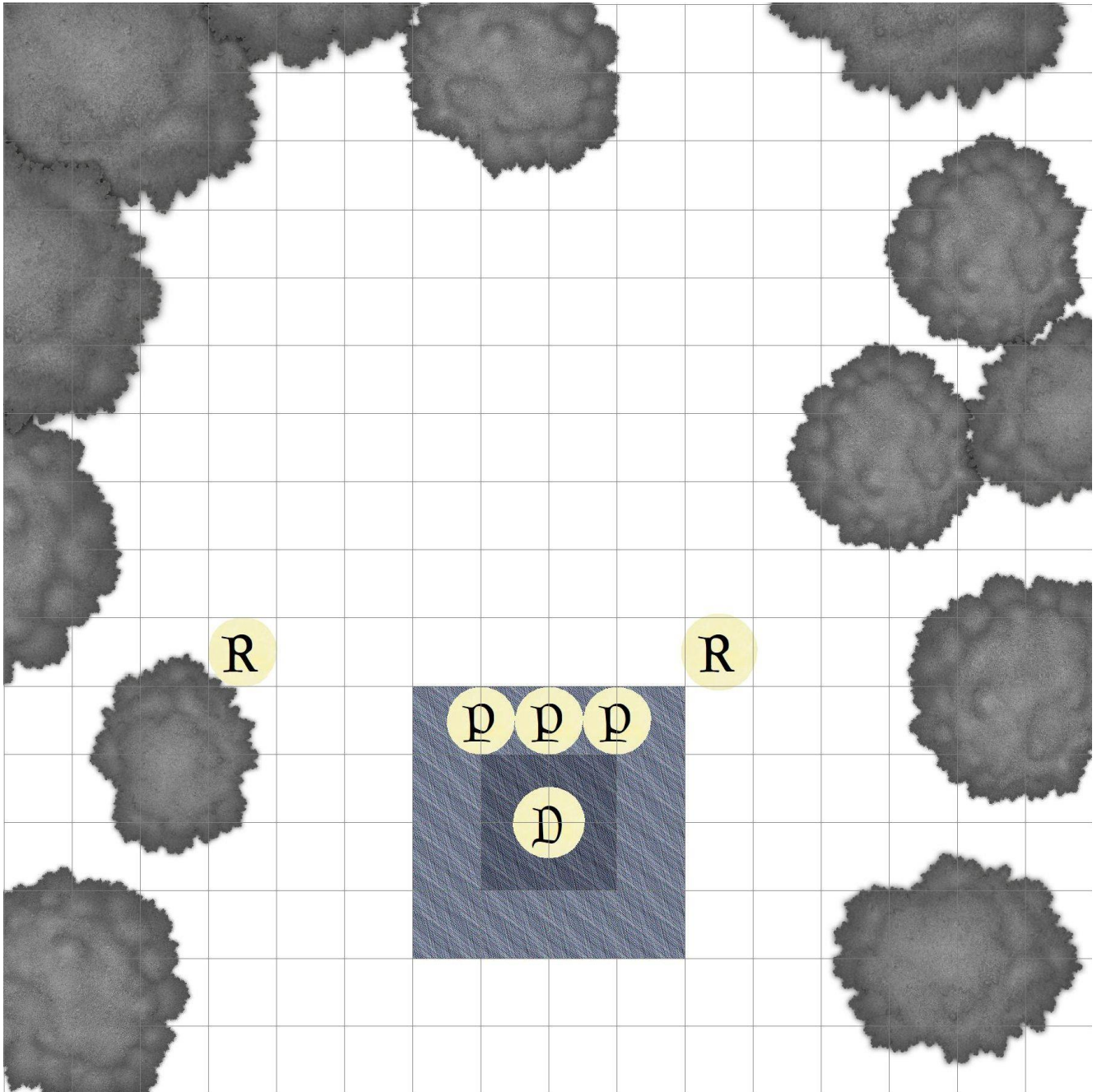
T = Venom Troll

D = Dryad

Appendix. Part 3 Map Tile – Player Version 5ft squares



Appendix. Part 3 Map Tile – DM Version

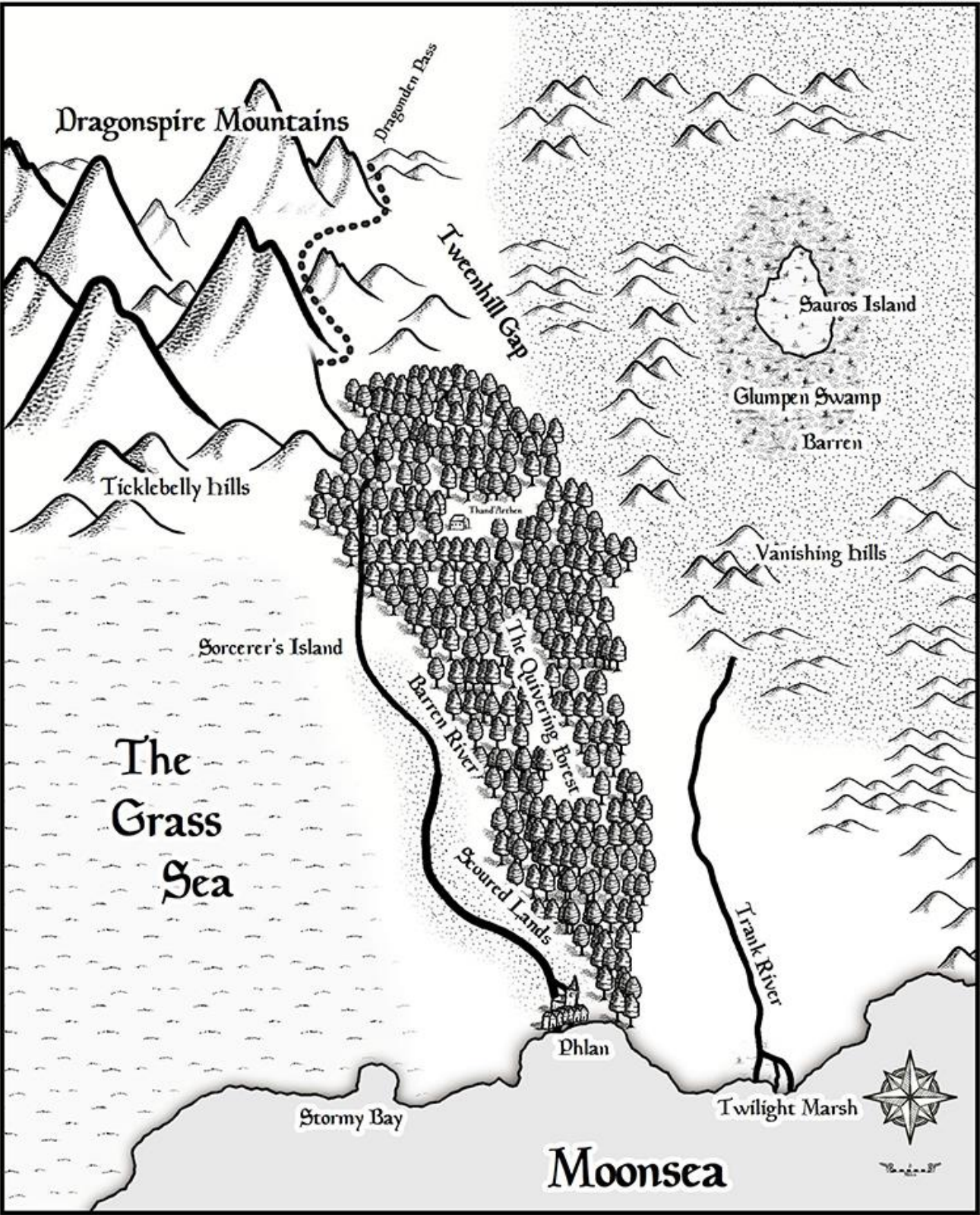


R = Redcaps

P = Prisoners (aarockra)

D = Druid

Appendix. Moonsea Region Map



Appendix. Story Award Tie-Ins from CCCGOC01

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.

If you are DMing a table that has a mix of people who have Story Awards and people who do not, the majority rules in this case, and decides if the Story Award is in effect or not.

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*.

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. Story Awards

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Story Award

Secrets Revealed. You have saved the aarakocra slaves. They tell you they heard the druid telling powerful allies to hunt down a sorceress and indicate the direction that they went. When you play CCC-GOC01-03, tell the DM that you have this story award. The DM will indicate the in-game effect of this award.

Corruption Unchained. You were unsuccessful at stopping the ritual and the corruption has spread. This will place a burden upon you in the other adventures in this series. When you play either CCC-GOC01-01 or CCC-GOC01-03 tell your DM that you have this story award. The DM will indicate the in-game effect of this award.

Enemies Afoot. You gain this award if you have not played CCCGOC01-01 Tree Rot. You know the cairns are the focal point of spreading the corruption in the area and that the satyr is using them to spread the corruption to the medicinal plants in the region. When you play CCC-GOC01-01, tell the DM that you have this story award. The DM will indicate the in-game effect of this award.

Player Handout 2. Magic Item

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

Heward's Handy Haversack

Wondrous Item, rare

This backpack has a central pouch and two side pouches, each of which is an extradimensional space. Each side pouch can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. The large central pouch can hold up to 8 cubic feet or 80 pounds of material. The backpack always weighs 5 pounds, regardless of its contents.

Placing an object in the haversack follows the normal rules for interacting with objects. Retrieving an item from the haversack requires you to use an action. When you reach into the haversack for a specific item, the item is always magically on top.

The haversack has a few limitations. If it is overloaded, or if a sharp object pierces it or tears it, the haversack ruptures and is destroyed. If the haversack is destroyed, its contents are lost forever, although an artifact always turns up again somewhere. If the haversack is turned inside out, its contents spill forth, unharmed, and the haversack must be put right before it can be used again. If a breathing creature is placed within the haversack, the creature can survive for up to 10 minutes, after which time it begins to suffocate.

Placing the haversack inside an extradimensional space created by a Bag of Holding, Portable Hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

The backpack is made from a well-worn, but supple, leather that seems centuries old.