



The Ashen Scar

The fey hold sway over the forests of Cormanthor. Their presence has kept the goblinoids disorganized and warring amongst themselves. Now, a deadly enemy of the woods has laid claim to a Feywild glade. This foe is slaughtering the forest defenders and rallying goblinoid tribes in the name of vengeance. Can you stop them in time?

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

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Introduction

Welcome to *The Ashen Scar*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

The Ashen Scar is a wilderness-based adventure that takes place wholly within a Cormanthor forest. The adventurers will visit locations such as Knocker's Glade, and the sawmill hideout of Sister Atropa, the hag intruder protected by her bugbear and devil minions.

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 Background

The **dryad** Dandelion lives in an enchanted glen called Knocker's Glade, so named for its thriving population of woodpeckers. The meadow contains a long history and many secrets. The greatest of these is an underground vault of otherworldly origin.

The entrance lies hidden at the clearing's center within a pool, which is effectively depthless to those who do not know the ritual to enter. What is within the fey vault is a mystery, even to Dandelion, as the structure was magically woven into the land long ago for some inscrutable fey purpose. Ancient tales speak of a mystical labyrinth of carved crystal and waterfalls holding legends lost to the world. The mere presence of this structure has steeped the glade in magic, empowering the forest and the fey.

The glade itself resides in a stretch of Cormanthor southwest of Mulmaster and has remained a place of safety within the woods. The region is known for the ruins of ancient elven kingdoms, a perpetual goblinoid infestation, and the enigmatic fey, who keep peace in the forest using magic and guile to pit the goblins against each other in a never-ending game for their amusement.

Recently the meadow has come under attack by a **hag** named Sister Atropa and her infernal minions, who seek to capture the glade's magic and purge the fey from the woods. Along with Sister Atropa's devilish minions are bugbear tribes who have pledged their services in exchange for plunder and vengeance against the manipulative faeries.

The ancient wards of the glen keep the unwelcome out. Knowing this, Atropa hatched a cunning plan. The hag started by slaying animals indiscriminately near the glade to trick the dryad into summoning woodland guardians—rangers, druids, and other fey. But they were ambushed while en route to the dryad and viciously slain save for a single ranger who managed to escape to warn Dandelion.

This slaughter drew the ire of a high druid, who summoned a retinue of treants and awakened trees to hunt these invaders. Sister Atropa was prepared, even desiring this dangerous intervention, for she sought the high druid's *staff of the woodlands*. These staves grow naturally every hundred years around the spring in Knocker's Glade. Each staff is linked to the spirit of the sacred place.

The fight with the high druid was brutal, flattening acres of forest and leaving naught but an ashen wasteland. Sister Atropa's infernal troops were reduced to a single devil and a handful of imps. The bugbears broke early in the battle from heavy losses.

Despite the severe casualties to her forces, Atropa slew the high druid and his guardians with a terrible conflagration released from an obsidian cube. From that burning battlefield she claimed what she sought—the staff linked to the glade.

Using this same dark cube, Atropa corrupted the stolen *staff of the woodlands*. Now using the staff's connection to the glade as a conduit for the cube's power, Atropa has begun a curse to drain and weaken the protective enchantments of the glen, bleeding them away and making the vault vulnerable. The curse is designed to feed on the ancient fey magic born into the land.

With the glade's immediate defenders massacred and the dryad withering away from the cube's baleful power, all Atropa must do now is wait for the curse to take full effect while she recuperates from her battle with the high druid.

While traveling by land through the southern Moonsea area, the adventurers encounter a talking woodpecker and receive a desperate message from Dandelion. Without help, Dandelion will die, her glade will wither, and Atropa and her infernal allies will control Knocker's Glade and what lies within.

The Sinister Truth of Sister Atropa

Atropa, whose name was Solanaceae, was the previous dryad guardian of Knocker's Glade. She became obsessed with the glen's power, abusing the magic and using it to exact horrific punishment on intruders for trivial crimes. This came to the fore when Atropa cursed the workers of a sawmill, tortuously twisting their bodies into trees, their faces becoming silent screams locked in living wood.

After this unsanctioned use of power, the druidic circle of the forest ambushed her, stripped her of her position, severed her bond to the land, and banished her in a brutal ritual. She survived, although scarred. She traveled for a time, alone and broken until a voice reached out to her. An entity calling itself the Harrowed King promised her a way to return home, guiding her to an object of power once sealed away in a paladin's hidden tomb but recently unearthed by a greedy Zhentarim expedition. With the remnants of her fey magic, she stole a flawless cube of obsidian from the Zhentarim graverobbers, who were being blindly pursued by the spirits of the paladins. With this cube, she made a pact with the lower planes, renewing her power and gaining the aid of infernal soldiers. And now she has returned to the forest as Sister Atropa, a foe intimately familiar with Knocker's Glade and the forest and creatures of Cormanthor.

Dandelion is unaware of the history of her predecessor and sister. The druids have not granted Dandelion access to the vault or its magic to avoid having the past repeat itself.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Allahana (ALL-ah-hana). Allahana is an experienced ranger despite her youthful appearance. She often keeps herself painted in blue woad. She takes her duties as a forest warden seriously, some would say too much so.

Dandelion (DAND-i-lien). Dandelion is young for a dryad and has spent her whole life within the confines of Knocker's Glade. While perceived as naive by other forest guardians, her dedication and loyalty are unwavering.

Gritchathrax (GRITCH-a-the-rax). "Gritch," as the last remaining fiend, has become a bully to the bugbears, enforcing his position as Atropa's right-hand through fear.

Knocker's Glade (NAA-kers GLAED). Knocker's Glade serves as both a gateway to the Feywild and guards the entrance to a mysterious fey structure born into the land long ago by a council of archfey to hold their secrets.

Sister Atropa (SIS-ter AT-roep-aa). Atropa the hag is blinded by hate and twisted by years spent as an outcast after she was banished from the woods. She sees her actions as the only option left to her to regain her home.

Tal'daynath (TALL-day-nath). Tal'daynath is the current High Druid of the Summer Season in Cormanthor. As a former adventurer, he is resourceful but also a bit reckless. He takes the long view of the world, which has given him a sardonic and self-deprecating sense of humor.

adventurers defeat the last of Atropa's forces and thwart her blight curse, Dandelion rewards them with life itself upon their success.

Adventure Hooks

Story Hook. Dandelion the dryad asks for aid while the adventurers travel near Cormanthor.

Faction (Emerald Enclave). The adventurers may have been sent to aid Dandelion directly, as part of an urgent request from the dryad's animal friends.

Conducting Research. Any sages or researchers may have heard rumor of a hidden glade in this region of the Cormanthor woods. This glade supposedly holds a magical fey water source.

Mulmaster Cloaks. The Cloaks have sent the adventurers to investigate a bugbear tribe growing in power. If possible, the Cloaks want the bugbears neutralized.

Adventure Overview

This section provides the DM a bulleted overview of how the adventure is most likely to play out.

The adventure is broken down into three parts, with two optional encounters:

Part 1. Dandelion the dryad begs the adventurers for aid. A terrible creature is slaughtering the forest defenders while a blight curse spreads through the woods, corrupting the plant life.

Part 2. Traveling through the forest, the heroes encounter the site of the massacred forest guardians who have been cursed with undeath. Then the adventurers will discover the ashen scar left by the high druid's battle with the hag's infernal forces before finally arriving at Knocker's Glade.

Optional Encounters. During the journey to the mill, the hag will send foes to halt the heroes' progress and buy time for her curse to spread and grow more blights. Included are two optional combat encounters: A bugbear and worg hunting band or a group of blight and imp ambushers.

Part 3. After meeting with Dandelion, the adventurers should follow the stream from the glade to a river, which leads to Atropa's hideout in an old sawmill along the Duathamper river. If the

"AH, THE DRYAD. *In three words: Beautiful, elusive, and fey. But really, that's one word.*"

— Volothamp Geddarm, *Volo's Guide to the North*

Part 1. The Long Road

Story Beats

While traveling the trade roads across the southern Moonsea region, the adventurers are stopped by a talking woodpecker sent to find aid. An ancient glade of fey magic is threatened by a hag and her dark allies. Many have already perished at their hands.

Estimated Duration: 15 minutes

Dandelion's animal friends have revealed to her that Atropa and her minions are ensconced in an old river sawmill and the curse is emitting from it, but the dryad has neither the time nor strength to stop the hag. Dandelion knows she has only a few days before the blight kills her, so she has dispersed animals throughout the region to find help. One such ally, a colorful woodpecker, notices the adventurers as they travel. Adventurers, by their nature, usually stand out by being a party composed of various races and carrying magic items.

Dandelion is young for a dryad, only a couple of decades. She is straightforward and honest with the adventurers, as she is too desperate and terrified to be equivocal and coy as fey often are.

It is early summer. And while the year held a cold spring that has yet to fade from the air, the fields and forests are green and budding. It is just after the first feast of the season, and you've been traveling the long road that connects Hillsfar to Mulmaster along the southern Moonsea shore.

Along the way you have passed several caravans. Traders and their Zhentarim guards frequent this road between the Moonsea's ports and the inland cities. A section of the road runs along Cormanthor, a realm of dangerous and magical forests home to the lost elven empire of Cormanthyr.

A successful DC 14 Intelligence (History) check gives the following information. Wood elves, forest gnomes, or any nature-attuned adventurer makes this check with advantage, including those with the sage, hermit, or outlander background. Druids and rangers automatically know the following:

- The forest is home to dozens of competing goblinoid tribes, as well as orcs, trolls, and fouler things. Occasionally a few tribes unite and wreak havoc upon their civilized neighbors, plundering villages and raiding the trade roads.
- There is a strong fey presence throughout forests of Cormanthor. These wildlings serve to keep the goblinoids in check via guile and misdirection. The spirits are almost never seen, but can be felt in strange ways, such as laughter on the wind, sudden blooming of flowers, sprouting of thorn bushes, appearing and vanishing trails, or other mischief.
- Old tales tell of gateways naturally forming in the woods to the Feywild, of loci of ancient power, and structures of alien design.
- The Cormanthor region is comprised of four woodlands named after ancient elven lands: Semberholme, the Vale of Lost Voices, the Tangled Trees, and the Elven Court.

There are many crows following the caravans, feeding on discarded or unwatched food, squawking and fluttering. Among the black crows is a bird with colorful markings flying close to the wagons, seeming to observe each traveler before moving on to the next.

It appears to spot you, alights in a nearby tree, and addresses you in a melodious female voice. "Travelers, mortals, I apologize for the abruptness of this greeting and of the strangeness of this request. My name is Dandelion, guardian of *Gyraevaliir*'*Vandor*, what your kind call Knocker's Glade, a sacred meadow that protects all the forest.

"I beg you, please. These woods are in danger. I am poisoned and dying, and a curse is now, as I speak, pulsing through the woods. A fiendish invader calling herself Sister Atropa is killing us. There is little time, but ask me what you will, and I will tell you what I can."

Anyone who speaks Sylvan or Elven knows that *Gyraevaliir*'*Vandor* means "Birdsong Forest." Little is known of this place outside of myth, but stories tell of powerful fey magic capable of prolonging life. A successful DC 17 Intelligence (History) check—as before, those races, classes, and backgrounds associated with the forest or lore have advantage on this check—have heard that the glade guards a magical structure crafted by the archfey. The entrance has never been found, and the glade holds only a few trees and a depthless spring at its center.

What is within is not known or has been forgotten, as the structure was magically woven into the land ages past for some inscrutable fey purpose. But

ancient elven songs sing of an incredible labyrinth of crystal and waterfalls, a place of fantastic sights holding lost legends. The mere presence of this place has suffused the glade with magic, empowering the forest and the fey.

Most simply refer to the enigmatic area as Knocker's Glade because of all the woodpeckers.

If asked what the threat is in more detail, she can provide the following:

- A hag, a terrible and magical creature, has led a warband of devils and bugbears into the woods to assault the sacred grove, seeking to breach the protective enchantments and take what is at its heart for themselves. The hag is resourceful and cunning, having already ambushed defenders of the woods and slaughtered them. This includes a band of wood elf rangers and even treants and a high druid. However, the hag took heavy losses in the later battle, and is now vulnerable.
- At the glade's heart is an ancient vault built into the land in a primordial time. What is secreted within is a mystery as Dandelion is not old enough to have earned access.
- The adventurers are the first outsiders she has contacted since the high druid was murdered, who represented the last of the forest guardians capable of mobilizing quickly.
- If the glade is saved and these monsters destroyed or driven out, she will provide access to a spring that can rejuvenate health and youth, granting a longer life.
- Dandelion senses she only has days left before she succumbs to the hag's blight.

If asked about the sickness or blight:

- The hag has begun a ritual to spread a curse through the woods that feeds on the ancient fey magic in the land, twisting and transforming it. This blight afflicts fey and plant creatures within the forest.
- She is unsure how the hag is doing this, but she has located the hag's hideout, which is an abandoned sawmill along the river Duathamper. Her birds have seen the hag carrying an obsidian cube, which emanates a dreadful power.

If asked in more detail what will occur if the hag succeeds, she mentions the following:

- The hag will control the magic of Knocker's Glade, which is an ancient site of fey power and contains many secrets. The fey presence protecting the

wood will fade and many will die. The goblinoid tribes will have control over the forest and its many resources and can launch raids, attacking the trade ways of the mortals and even their settlements.

As you discuss matters with the frantic voice of the dryad, all the crows begin cawing loudly and flapping about. The woodpecker turns towards them. "The crows sense a foulness. I thought to evade the hag's spies, but they may be nearing. We cannot afford an encounter with them so soon."

The bird turns back to you, "Please, if you wish to help, head west straight into the woods. West. Always west where the sun goes to sleep. The glade is not far, but the forest is not safe. I no longer possess the strength to veil your route. The birds can guide you. Follow the woodpeckers. Quickly, it will take but a day to reach me. I will use what strength I have left to mislead and distract the hag's imp spies.

"I will be out of contact until you arrive at the glade. Follow my friend the bright bird or else many will perish, and a vile being will open a way into the sacred glade."

You sense whatever presence spoke through the bird has left, but the woodpecker takes wing, lands on a tree branch deeper in the forest, and offers a raucous series of chirps, as if beckoning you to follow.

The woodpecker is easy to follow and soon joins other song birds. If the adventurers are suspicious or hesitant, a DC 10 Intelligence (Nature) check (those races, classes, and backgrounds associated with forest or fey lore have advantage on this check) know that dryads are shy creatures and only contact outsiders during times of dire need. There is a desperate honesty to the voice in the bird.

The Blight

As you enter the forest proper, the air grows cool and damp beneath the towering trees, old evergreens that have grown for centuries. Moss and ferns cover every surface in this ancient, temperate forest.

On a successful DC 10 Intelligence (Nature or Investigation) check, the adventurers notice the following details:

- There are tracks for deer and small game.
- Several woodpeckers are always present, chirping and fluttering to the west.

- There are signs of a blight along the path and deeper in the woods. The blight manifests as sickly trees, rot, fungus, and a faint stench of decay.

After a few hours, the corruption is obvious to everyone, and it only gets worse as the adventurers travel deeper into the forest. A successful DC 12 Intelligence (Arcana or Nature) check can identify the following:

- There is fey magic present. The path is being conjured from the forest itself.
- The *blight* is both a magical curse and a powerful enchantment.

Tricks of the Trade

Fitting Things Together: The adventurers should be merely traveling the road and not contracted to guard or transport anyone or anything. Prior responsibilities may make players hesitant to go gallivanting into the woods in pursuit of monsters.

Part 2. The Forest

Story Beats

Entering the forest proper while seeking to rescue Dandelion and free the woods from the blight, the heroes encounter the site of the massacred forest guardians who have been cursed with undeath. Then they will discover the ashen scar left by the high druid's battle with the hag's infernal forces before finally arriving at Knock's Glade.

Estimated Duration: 55 minutes

General Features

This area of the old wood is comprised of great evergreens, living towers of bark and pine needles that stand taller than two hundred feet.

Terrain. The ground is relatively flat and tiny streams weave their way among the trees with a gentle rush of water. The massive trees don't allow a clear line of sight more than 120 feet ahead, and their wide trunks could hide an ogre.

Weather. It is chill beneath the thick canopy. The sky itself, of what can be seen of it, is mostly clear and blue with only a few stray wisps of cloud.

Light. Sunlight shines done through cracks in the canopy, but it is otherwise gloomy, a place of deep shadows.

Smell. The forest is heavy with the smell of pines but holds a subtle scent of decay.

A. The Grove of the Slain

The center of the grove is open in a 40 by 40-foot clearing. A shaft of sunlight occupies a 20-foot wide cylinder at the center during the day. The grove is surrounded by trees so thick that they completely block line of sight and allow Stealth. The trees are 250 feet tall and require an DC 15 Athletic (Strength) check to climb.

The forest grows suddenly quiet and chill, the shadows seem to thicken and follow you as the great trees open to a small clearing between massive firs.

There you are met by a horrific sight: Tall iron pikes embedded in the ground host the rotting heads of elves and satyrs contorted in pain and decay.

While most of the bodies have been brutalized, torn to pieces and discarded around the grove, there are several decapitated bodies sprawled underneath the pike hafts, arms stretched towards their heads. The mounted heads emit a terrible moaning and an icy wind fills the place. The headless bodies stand and lurch towards you, their movements jerky.

These creatures are **three dullahan** (treat as modified **mummies**, see below). A successful DC 15 Intelligence (Religion or Arcana) check recognizes these creatures for what they are, elves and fey cursed with undeath by outer planar powers, usually powerful entities from the Feywild. The curse compels the dullahan to slay those on roads or paths during the night and forever struggle to obtain heads to replace the one taken from them. Giving a dullahan back its head will release it from undeath, freeing its soul from the curse.

Mechanically, dullahan are treated as **mummies** with the following modifications:

- Their **Dreadful Glare** power comes from the heads on the pikes. The range is 60 feet. For Very Weak groups who face ghouls, the Dreadful Glare is not present.
- The **mummy rot** curse should be described as a black aura that plays about their fists or weapons. When it effects a target, it is a slowly spreading black burn. Besides the description, it is treated exactly like **mummy rot**. The ghoulish versions of the dullahan do not possess this.
- **The dullahan weakness (removing the curse):** If a dullahan's head is returned to it, the dullahan uses its next action to replace its head and does not attack. Once reunited with its head, a dullahan disintegrates into dust, released from the curse that held it. Reaching the heads from the tall pikes requires a DC successful 11 Strength (Athletics) or Dexterity (Acrobatics) check. Clever solutions such as *mage hand* or using a familiar should be encouraged.

A successful DC 10 Intelligence check identifies whose head belongs to whom if the adventurers wish to return the heads. Intentionally keeping the heads away from the dullahan enrages them and fills the grove with a chill wind. In raspy voices the heads beg to be returned to their bodies and use their Dreadful Glare attack on their bearer. Also, all the dullahan focus their attacks on any adventurer who intentionally take down a head and purposefully keeps it away from its body. The dullahan will gain advantage on attacks against this adventurer.

If the adventurers simply fight the dullahan without taking the heads down, after the dullahan are defeated, a voice on the wind asks the heroes to take the heads down and destroy them. Afterwards, the encounter progresses normally with the conversations and descriptions.

Adjusting the Fight

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

Very Weak: Remove three **dullahan (mummies)**. Add two **dullahan (ghouls)** with the same weakness (missing heads that can be returned).

Weak: Remove three **dullahan (mummies)**. Add four **dullahan (ghouls)** with the same weakness (missing heads that can be returned).

Strong: Add one **dullahan (mummy)**.

Very Strong: Add two **dullahan (mummies)**.

Once the dullahan are destroyed, a warm breeze blows throughout the clearing. A feminine voice can be heard on the wind:

"Thank you, travelers. You have ended this nightmare. Cursed as we were, we would be forced to hunt those who walk the roads at night. The hag creature, she carries an obsidian cube made not from our world, but from a place of eternal evil.

"It is with this object she cursed us after her forces ambushed and slew us here. Our spirits are being called away but ask your questions and I will answer if I can. What little I know may help you save the forest."

Before the voices and wind fade away, the adventurers may ask questions. They can learn the following information:

- They were a score of wood elves and several satyrs responding to a dryad's call for aid. Dark creatures were butchering animals a few miles from the glade, just outside the protective wards.
- The elven force was led by a seasoned ranger named Allahana Whisperwind. Her troop stayed to cover her withdrawal, so she could warn the dryad and high druid.
- Allahana was badly wounded. The voice does not know if she lives. But if she does, it likely she fled to the *Gyraevaliir'Vandor*, Knocker's Glade.
- The voice doesn't know how much time has passed, as the world of undeath is strange. It guesses several days, a tenday at most.
- The enemy force was comprised of many **bearded** and **spined devils**, maybe a score or more, and three warbands of **bugbears**.
- They had iron pikes ready to enact this vile rite. It must have been planned.
- Part of the curse prevented us from moving the pikes or otherwise obtaining our own heads.

- Even if their tormented state of undeath, they could feel the hag's curse begin to gather within the woods. This started well after their death.

The voice instructs the adventurers to lift a large rock at the base of one of the great evergreens. The voice says that as the battle was being lost, she hid her supplies there, so they would not fall into the hands of the hag's warriors. Upon investigating, the adventurers find a *potion of healing*, ten *+1 arrows*, and a **jade amulet** in the shape of a large leaf worth 200 gp (see the note about this item once the adventurers reach Knocker's Glade).

The voice asks something as it grows faint, pulling away forever:

"If Allahana lives, tell her to not despair, to not blame herself for our deaths. She carries the mantle of leadership in such a heavy way. Please give the amulet you found to her as a sign of our bond, let her know she did the right thing. We will be with her always."

When the adventurers are done asking questions, the fading voice asks them to either bury or burn the dead, and thanks them again for freeing their spirits.

Allahana's trail cannot be followed. The ranger used *pass without trace* while fleeing, so her tracks disappear a short distance outside the clearing. She traveled to the dryad's glide to drink of the healing waters there and speak with Dandelion.

Those who search the area find vibrant purple flowers unaffected by the blight; in fact, they appear to be thriving. A successful DC 10 Intelligence (Nature) check identifies these as especially large belladonna flowers. A DC 15 Intelligence (Arcana) check shows that these flowers are somehow linked to the blight. With a successful DC 20 Intelligence check and proficiency and use of a poisoner's kit, 2 (1d4) doses of *serpent venom* poison can be gathered and prepared from these blossoms given 1 hour.

Serpent Venom

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Treasure

The adventurers may find the aforementioned *potion of healing*, ten *+1 arrows*, and a jade amulet. The amulet is worth 200 gp or may be returned to Allahana later. Also, *serpent venom* may be harvested from the belladonna flowers here.

B. The Ashen Scar

General Features

The ashen scar stretches for several acres. It is a bleak wasteland of ash and charred tree stumps in the center of the lush old growth.

Terrain. The terrain is relatively level with a few humps and dry creek beds. Burnt out stumps provide shallow cover.

Weather. Smoky. The air is thick with particles of soot.

Light. Dim. Smoke still rises from smoldering sections and obscures vision past 60 feet.

Smell. The land smells heavy of ash and burnt wood with a faint scent of brimstone.

The smell of ash and soot fills the air and smoke dims the sky, making the realm beneath the boughs a gloomy place.

The forest gives way to a black land of ruin, a field of smoldering stumps and fallen trees where thick, smoky columns rise to blot out the sun, limiting your sight and leaving your throats and eyes stinging. There are burnt bodies littered everywhere giving an even fouler odor.

The wind occasionally swirls into little cyclones, dust devils of ash, that whip across the desolate plane.

A DC 11 Intelligence (Medicine) check reveals the burnt corpses are bugbears, and there are at least sixty bodies throughout the three-acre battlefield.

There are also reeking piles of strange powder throughout the wasted field. A DC 12 Intelligence (Religion) check indicates these are spots where fiendish creatures were slain and driven back to their dark realm. A DC 12 Intelligence (Nature) check reveals that two of the charred trees are deceased treants. They have faces on their trunks and long branches shaped like arms. One is split open revealing a glittering amber object. The large heart of a slain treant turned to amber in death. The **amber heart** is worth 200 gp (see the note about this once the adventurers reach Knocker's Glade).

Detect magic reveals strong transmutation magic in the area, including powerful magic that had animated several trees. A successful DC 14 Intelligence (Arcana) check reveals that a curious quality of the blight curse has caused the trees to smolder far longer than normal, producing vast clouds of smoke throughout the battlefield. A DC 10 Intelligence (Investigation) check finds the following items and signs beneath the ash:

- A suit of chainmail.
- A chain shirt.
- Four iron javelins.

- A metal shield.
- 100 gp is found on the burnt bodies. Elves or anyone proficient in History recognizes the coins as shilmaers, ancient coins from the lost kingdom of Cormanthyr (Atropa's knowledge of the forest allowed her to loot lost ruins to pay the bugbears).
- Many large, purple flowers blooming along the edge of the Ashen Scar area (the same flowers as the ones in area **A, Grove of the Slain**).
- Fetishes identifying at least three different tribes of bugbears. The most common of these totems is a boar's tusk with crude engravings.

Near the center of this scorched wasteland, surrounded by a ring of dead bugbears, is a charred skeleton with antlers sprouting from its skull. The ribcage is smashed open and a healthy sapling is sprouting from within.

As you approach, the charred ground crunching underfoot, a small cyclone lashes into the air above the strange skeleton and an image of an antlered male elf appears before you, eyes glowing emerald green.

The spirit holds his hands out in peace and greeting, but his expression is sorrowful. He stares at you, then indicates the sapling growing in the hollowed chest of the skeleton. The apparition points to the west, towards Knocker's Glade. He looks towards you meaningfully.

The adventurers can converse with the Ethereal spirit of the high druid, whose name is Tal'daynath. The druid attempts to parlay, knowing that time is short and Atropa is gaining power. His voice is formed of the swirling wind and has a strange, warped quality to it.

Even in the face of such calamity and tragedy, the druid possesses a sardonic sense of humor.

"I am, or what's left of me, is called Tal'daynath. I hope you have come to assist Dandelion. I failed and led friends to their doom. Despite my horrid appearance, I am not defeated, but," he shrugs, "I will not be able to be of much use for some time. Not that I was, in any case.

"This sapling holds my spirit and when fully mature, I will become a treant to continue my stewardship of this forest. Sadly, that is a long time away. For now, I beseech you for your assistance on a number of matters."

When his elven body was slain, it activated a transformation, reincarnating his soul into a treant. He will be defenseless during the next few decades,

especially to the growing blight. Thus, he wants the sapling transported to Knocker's Glade for safety while he grows. He also asks that the **amber heart** of the treant be taken to Dandelion.

Tal'daynath is actually a title, not the high druid's name. If an adventurer understands Druidic or Sylvan, the name roughly translates to "High One of the Sun Season." If an adventurer brings this up, he or she can ask him for his real name, which he humbly answers that his name is Eridan Everwood. "Now you know why I just go by the title only," he answers with self-deprecating humor.

Roleplaying Tal'daynath

Tal'daynath is the current High Druid of Summer in Cormanthor. As the forest is closely tied to the fey courts, the druid circle holds a similar system, with high druids governing each season. While Tal'daynath is several hundred years old, he still carries a youthful demeanor and a wry sense of humor that can be obtrusively sardonic at times.

In his youth, he traveled as an adventurer and used his animal forms to cause all sorts of mischief. He takes the long view of the world, which has given him a self-deprecating sense of worth.

Quote: "Don't worry about the treants; their bark is worse than their bite. What? Yes, I have real friends."

The high druid knows quite a bit. If the adventurers talk to him, they can learn more about what is happening. He knows the following information:

- His staff of office, a *staff of the woodlands*, was taken by a hag named Sister Atropa during the ambush here. The staff was grown naturally in Knocker's Glade and is connected to the magic of the place. Tal'daynath feels the hag will use the staff to weaken the glade's magical defenses and breach the vault hidden beneath Knocker's Glade. The corrupted staff must be destroyed.
- Atropa had a number of infernal allies, mostly bearded and spined devils but a few barbed devil lieutenants. During the fight, the high druid made sure to target and vanquish the infernal creatures in order to slow the hag's plans. Only one or two devils avoided banishment.
- The hag still has a couple dozen bugbears in her thrall, but they are scattered throughout the woods, searching for allies of the fey. These forces are made up mostly of the Boar's Tusk tribe, which is led by a chief named Gorull Gorefur. Gorefur commands a group of bugbear worg riders. He suspects that Gorefur is being magically compelled by Atropa and doesn't wish to fight for her.
- With the aid of animal allies, the high druid has been eliminating the hag's imp spies. The druid

believes it was through these invisible scouts that the hag was able to plan her deadly ambushes.

- The hag carries a potent artifact forged in the Nine Hells called the Niss Arcindal. It is a perfect obsidian cube that inexplicably has seven sides, a thing that bends reality. It is a battery of infernal power and a link to the Nine Hells. He believes destroying the cube will stop the curse and overload the staff, which is its conduit to the glade.
- The cube is said to be able to sustain and empower spells and enchantments, but using it taints the area, twisting the world around it and even transforming humanoids into tieflings.
- The blight is fueled by two objects of power, this infernal cube and the stolen and corrupted staff. The druid has studied the existence of such items to better guard against their influence. "Much good that did, eh," he says wryly.
- The high druid believes the hag and her devilish allies seek something hidden in the vault. Exactly what the druid has no idea as many things are held within the vault, including creatures in stasis.
- Fey and elven reinforcements are on their way, but they cannot possibly make it in time.
- If the **amber heart** of the slain treant is found and the adventurers ask the druid about it, he asks them to return it to the glade and give it over to the dryad for safe keeping.
- He tasks the adventurers to safely transporting his sapling self to the glade.
- A DC 12 Wisdom (Insight) check reveals the high druid is holding back something important, and it is bothering him. If the adventurers show the high druid the belladonna flowers, this check is made with advantage as the druid has difficulty concealing his emotions. In this case, he speaks:

The druid's spirit mimes a heavy sigh. "This hag who has caused such devastation, such horror, was once the dryad protector of Knocker's Glade. Her name was Solanaceae, and she filled the glade with beautiful purple flowers." He seems hesitant to go on but forces himself. "She was seduced by the power of the glen and abused it, shaping the forest and its inhabitants based on her beliefs in what they should be.

"If visitors or explorers did not practice the necessary respects, she would transform them into animals or plants, effectively killing them. As time went on, she found even trivial violations of edict reason enough for such punishment. I was not yet high druid when my circle banded together in secret and ambushed her. They severed her from the glade, severed her from her tree, and banished her.

“Please, Dandelion does not know of this. We have hidden much from the newest guardian of the glade, including what lies beneath her very home. We do this in hopes of keeping the past from repeating itself.”

Each character that agrees to aid the high druid gains **100 experience points**.

Treasure

The adventurers may find the following: chainmail, a chain shirt, a metal shield, four metal javelins, 100 gp, and the **amber heart**. The amber is worth 200 gp or may be given to Dandelion for an award (see the note in **C. Knocker’s Glade**).

Tricks of the Trade

Offer Multiple Paths for Information: Good roleplaying by players should be rewarded with Tal’daynath revealing the secret history of Sister Atropa, especially if the players failed Insight checks.

C. Knocker's Glade

General Features

Even under the effects of the blight, the glade is beautiful. Everything is a lush and verdant green, and the whole glade is a colorful roar of dandelions.

Terrain. The glade is relatively flat with a large spring at the center, which is 10 by 10 and depthless to those who don't know the magical method to enter. The glade itself is about two square acres and filled with dandelions.

Weather. The sky remains clear and sunny, especially here at the glade.

Light. Sunshine unobtrusively brightens everything, particularly the flowers.

Smell. The glade is filled with the scent of dandelions.

After a few hours, the adventurers reach Knocker's Glade, the home of Dandelion the **dryad** and the mysterious vault of the fey.

Read or paraphrase the following:

As you travel beneath the boughs of the great trees, the intertwined branches above let little light through and the way forward is dark. Then, suddenly, you come to the edge of a bright glade. Dandelions fill the clearing from one end to the other. The scent of the meadow is strong but pleasant. A stream of gurgling water springs from the center of the glade and flows west along a rocky channel. The chirping birds are loud and musical, following the rhythm of an ancient song.

Beside the spring you see two women. The first is a beautiful maiden robed in blossoms and petals with dandelions blooming in her hair. Near her is an elven woman. Her leaf-pattern armor is torn and blood-stained, but she appears uninjured. Her skin is painted with blue woad. She stands and nocks an arrow as you enter the glade, but a nod and reassuring smile from the dryad keeps the elf from raising her bow. The dryad glides towards you through the flowers as if they were but water she a gentle wave.

Smiling shyly, she speaks in a soft voice, "It is delightful to receive you before my own eyes. I wish it were under sweeter conditions." She coyly welcomes everyone in turn, adopting a slight variation in her gestures to make each greeting unique. And it is when she moves close that you see the effects of the blight. Her once smooth skin is marred by dry, cracked discoloration and her flowers are wilting.

Abruptly she asks, "Are you hurt?" and holds out a handful of blackberries. She seems unsure how to interact with you.

"Few are permitted to enter this glade because of the history hidden here. As a consequence, I rarely speak with anyone not bound to the glen or sworn to guard it."

The dryad looks meaningfully at the elf, who still holds her bow in tense hands. Eventually the elf eases a little, salutes and speaks. "Allahana Windwhisper. Failed commander of this season's guard. And a coward who ran while her compatriots stayed to die."

The dryad frowns, "Please 'Hana. We have spoken on this. Do not let belief in yourself be another victim of this monster. You live because your companions chose you to carry vital knowledge to those who need it, to live when they could not, to make a difference still, now, after everything."

The dryad turns back to you. "I apologize if the route chosen through the woods for you seemed at odds with the desire to remain hidden and safe. I wanted you to see firsthand the atrocities committed by this creature. And the goblinoids in service to this fiend avoid the places of slaughter, superstitious of restless spirits. It truly was the best path to take to remain unseen."

Each proffered blackberry heals 4 (1d8) hp and removes exhaustion. The berries also remove the mummy rot from the dullahan in area **A. The Grove of the Slain**. Dandelion knows this and will tell the adventurers if applicable. The berries are delicious and surprisingly filling.

A DC 12 Wisdom (Insight) check reveals that Dandelion is in a lot of pain but hides it. Any magical cure (*lesser/greater restoration*, *cure wounds*, *Keoghtom's ointment*, or similar magic) brings her relief. **She profusely thanks the heroes and blesses the adventurers, granting each adventure a point of Inspiration.**

Dandelion explains the following:

- The hag first appeared, or revealed herself, ten days ago and began indiscriminately butchering animals near the glade and starting fires. This was merely a feint to goad defenders into an ambush, which itself was a trap for the high druid. From what Dandelion has gathered through her allies, the hag has been terrifyingly patient. The invasion started well before the violence.
- Days before she appeared, the hag deployed invisible imp spies throughout the woods while she secretly subverted and organized the bugbear tribes under the Boar's Tusk banner, then the attacks began in earnest. If the dryad is shown the **engraved boar's tusk** from area **B. The Ashen Scar**, she comments that the Boar Tusk tribe was a smaller tribe, but it appears the hag has aided them in subverting rivals.

- The blight curse didn't start until a couple of days ago after the hag obtained Tal'daynath's staff. The curse is spreading quickly, and Dandelion is unsure of the true ramifications of this other than that it appears to feed on fey magic like fire on dry grass. She is terrified of it, of what it represents and what it seems to be able to do. Dandelion guesses she has mere days before the blight overwhelms her and the glade.
- She feels there is more to the hag's plans than just this atrocity, but she is too weak to discover it.
- Dandelion is unsure if Atropa has had time to summon forth additional infernal troops or if the hag is concentrating on the blight curse.
- Dandelion's birds were able to pinpoint Atropa's current hideout, which is in an old sawmill a day's journey to the Duathamper river west of here. It is prudent to assume Atropa is expecting a fight. The stream in Knocker's Glade feeds into that river near the sawmill and can be used as a guide.



- Her birds also have seen the hag carrying an obsidian cube. The hag refers to the cube as the **Niss Arcindal**. It emanates a dreadful power. Dandelion believes destroying this item will weaken her or her plans.
- Dandelion assumes Atropa's ultimate goal is access to the vault beneath the glade and the magic it contains. Doing so will destroy part of the forest and weaken the fey presence in the woods. The risen blights, aided by the Boar's Tusk tribe, would spell a threat all the way to Hillsfar.
- Dandelion's tree is hidden along the edge of the glade among a copse of identical trees. If asked about her tree, she replies with: "Oh, goodness, you can't just ask a dryad that!" and blushes.
- If asked about a reward: She answers that her wealth is in trees and animals, not gold and jewels. Still, she will attempt to find something suitable for their timely aid.

If the adventurers present the druid sapling to the dryad, read the following:

She looks genuinely surprised. "That sneaky, antlered fool managed to dodge death yet again. This is such a sweet surprise among so many bitter affairs." She gently takes the sapling and begins to plant it near the spring where there are several young trees growing. "Sleep well, you tricky, old fool," she whispers to it.

Roleplaying Dandelion

Dandelion appears as an elf girl wearing a dress of her namesake flowers, ever blooming. She is young for a dryad and has spent her whole life within the confines of Knocker's Glade; her only interactions are those few who are permitted to enter the Glade, such as druids, rangers, and goodly fey.

Through the eyes of her animal friends, she often watches the outside world, both longing and fearing to be part of it. She is ignorant of the Glade's history and of the purpose of the Vault of Crystal Falls beneath her. While perceived as naive by other forest guardians, her dedication and loyalty are unwavering.

Quote: "Please, won't you rest here a moment? What have you seen out there? What has been happening?"

Roleplaying Allahana

Allahana is an experienced ranger despite her youthful appearance. She often keeps herself painted in woad. She takes her duties as a forest warden seriously, some would say too much so. The burden of leadership and responsibility are obvious on her lithe frame, making her soft steps that much heavier. She is not one of many words, believing actions are

more important. At an early age, she has seen firsthand the horrors of what await the unwary within the woods, and it has marked her ever sense.

Quote: “We are more than ourselves. In unseen ways, we become everything we touch, and everything that touches us becomes part of who we are, and who we will be.”

If the adventurers wish to speak with High Druid Tal'daynath, they can. He is a friendly but has a satirical sense of humor, which he sometimes gets carried away with. He sounds drowsy as he is preparing to go into a long sleep.

If the adventurers reveal the identity of the hag, the dryad looks completely shocked, as does Allahana, if she hears. Meanwhile, the spirit form of the high druid only sighs, and says he can't blame the adventurers for telling the truth. He would have too if he was in the adventurers' position.

Dandelion weeps at this news and asks if something can be done for Atropa besides killing her. The high druid and Allahana argue it would be better if the fallen dryad is destroyed.

If the adventurers desire to subdue Sister Atropa instead of killing her, the druid tells Dandelion how to create a tonic from the glade's waters that will put Atropa into a deep, everlasting sleep so she may be brought back and secured in the vault where she will dream and no longer be a danger to others. Atropa must be incapacitated, but stable, and the tonic administered for this to work.

Allahana has her own mission. She must retrieve treasures from the glade's vault so they don't fall into the hands of the hag in case the adventurers fail. Then she'll meet with reinforcements, working as a guide and providing intelligence.

Rewards

If the adventurers obtained the **amber heart** of the treant and give it to the dryad, she appears overjoyed and thanks the adventures and offers each adventurer an enchanted dandelion flower that never dulls or wilts. With a smile, Dandelion tucks her namesake flower into a hat brim, collar, or other available spot on each adventurer in turn. **The ever-blooming dandelion bestows the effects of an *aid* spell for the rest of the adventure.**

If the adventurers return the **jade leaf amulet** to Allahana, the elf's melancholy lessens. **She bows humbly and offers the adventurers her sincere gratitude and a blessing of the forest, each adventurer gains a point of Inspiration.**

Each character who agrees to aid Dandelion gains 200 experience points. Returning the **amber heart** or **jade leaf amulet** earns each adventurer

100 experience points (200 experience points if both are returned).

Treasure

The ever-blooming dandelions.

Roleplaying Dandelion and the Druid

Role-Play Opportunity. The conversation with Dandelion and the high druid is meant to be a roleplaying opportunity. If time permits, feel free to expand this part. Good roleplaying should be rewarded with a point of Inspiration.

Optional: Ambush Event

The following two encounters are optional with time permitting. If the adventurers have quickly moved through previous content, you may provide either or both of the following two ambush events as the heroes journey to the river-side sawmill.

Option One: The Boar's Tusk Hunters

This combat is optional. Use if time permits.

By now, Atropa is well aware of the interloping heroes and is moving against them. It is almost a full day's travel to the old sawmill. At some point during the day, a Boar's Tusk hunting party waylays the heroes. The bugbears, assisted by their worg mounts, track the party.

The worgs track by scent, so the adventurers can use *pass without trace* or other magical effects to shield the whole group. In this case, the bugbear hunters may not find the heroes, or the heroes get the drop on the hunters (DM's discretion). If the former happens, the adventurers may avoid the hunters, or the bugbears may arrive at the sawmill during or after the confrontation with Sister Atropa.

There are two **bugbears** each mounted on a **worg** lead by a bugbear warlord (treat as a **bugbear chief**) named Gorull Gorefur, who is also mounted on a worg. While the bugbears and worgs move as a single entity, they still have separate actions and the bugbears can dismount if needed.

Adjusting the Fight

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

Very Weak: Remove one **bugbear**. Remove one **bugbear chief**. Remove two **worgs**. Gorefur is the one remaining **bugbear** on a **worg**.

Weak: Remove one **bugbear**. Remove one **worg**.

Strong: Add one **bugbear**. Add one **worg**.

Very Strong: Add two **bugbears**. Add two **worgs**.

Gorefur thinks he is only following orders from Gritchathrax to find and kill Dandelion's allies, but Gorefur is secretly *charmed* by Atropa. A DC 15 Wisdom (Insight) check notices something strange about Gorefur's behavior. Also, adventurers who succeed on a DC 15 Arcana check deduce that Gorefur may be charmed and that if so, a *protection from evil and good* spell can break it. If *protection from evil and good*, *dispel magic* or similar magic is cast on Gorefur, the bugbear chief comes to his senses and orders his hunters to immediately

retreat, if possible. Otherwise, if the charm is not removed, Gorefur fights to the death. The other bugbear hunters and worgs fight until Gorefur is killed or flees, then they flee. If any member of the hunting pack escapes, they fear Atropa's punishment and leave the woods. Atropa is not forgiving.

Treasure

Gorefur wears a silver arm torc worth 50 gp. All the other bugbears carry 50 gp worth of coins and among them.

Option Two: The Blight Trap

This combat is optional. Use if time permits.

One of the powers of the now corrupted *staff of the woodlands* is the ability to taint the forest and give birth to **blights** under control of the staff's wielder.

Sister Atropa has planted groups of blights in ambush spots around her hideout where she expects interlopers to approach from. One of the last of her **imp** spies oversees these areas.

There are six **needle blights**, three **twig blights**, and an **imp**. The needle blights are positioned 20 feet off the ground in groups of two with a single twig blight guarding the base of the tree in case heroes try to attempt to climb up.

If all the adventurers take cover from the needle blights, these blights will climb down.

Blights succeed in all Athletics and Acrobatics checks associated with climbing and balancing in the forest canopy. The imp remains hidden until combat starts. It then targets unarmored magic-users with its sting.

Adjusting the Fight

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

Very Weak: Remove six **needle blights**.

Weak: Remove two **needle blights**. Remove one **twig blight**.

Strong: Add three **needle blights**. Add one **imp**.

Very Strong: Add four **needle blights**. Add two **twig blights**. Add one **imp**.

Treasure

The blights have shards of amber worth 100 gp.

Part 3. The Sawmill

Story Beats

Battling or evading the hag's minions along the way, the adventurers arrive at the dilapidated sawmill and confront Sister Atropa and Gritchathrax ("Gritch" for short), her remaining fiendish foot soldier, to stop the blight curse.

Estimated Duration: 50 minutes

The mill is a day's travel. The hardwood lumber from this section of the Cormanthor woods possesses rare qualities that made the timber incredibly valuable. These properties were imbued from the vault's magic, which the glade's stream brought to the river and the trees within the riparian zone.

The sawmill was built by the Highmoon Trading Coster roughly 50 years ago but was only used for a few years. The cutting and production of hardwood lumber, especially the trees blessed by the glade, riled the fey. There were several months of strife and indirect conflict from fey saboteurs meddling with equipment and luring rampaging trolls and goblin raiders to the mill. Finally, Sister Atropa, the guardian of the glade then, summoned the glade's power and cursed the workers of the mill and anyone associated with it, even those merchants who simply brought supplies or happened to be in the wrong place. The curse twisted their bodies and turned them into trees.

Sister Atropa chose the location for practical and symbolic reasons. The mill is built like a fortress and its purpose is an affront to the fey. Atropa now needs to merely rest, regain her strength, and wait for the glade's wards to die.

General Features

The sawmill is a large structure of heavy stone blocks, designed to withstand raids and brigands.

Terrain. This section of the Duathamper river isn't particularly wide, but it is deep and fast flowing and once powered several waterwheels connected to the mill and neighboring structures.

Weather. The sky is mostly clear with heavy clouds moving in from the east.

Light. The light depends on when the adventurers choose to attack or scout. During the night, it is pitch dark except for the faint light of the moon and her trailing tears. The hag and her minions have darkvision so have no light sources. During the day, the dead trees have left holes in the canopy, so sunlight pours down.

Smell. While the proximity to the river gives the area a damp earth scent, it does little to cover the thousands of

large, purple flowers filling the air with a pungent sweetness that stings the eyes and throat.

Once, decades ago, the mill sat as a fortress of industry along the river, a defiant structure of stone and metal, of machines and innovation among the towering trees of the forest. Now, though, the tall walls are covered with purple flowers and a fallen tree has breached roof, crumbling the stone under the mighty fall. All the waterwheels save for one have broken away under the constant push of the river's current and the saws have not emitted so much as a whimper in decades.

Most of the compound stands on the bank of the Duathamper river, which runs deep and quick, and flows into Moonsea to the north of the forest.

Here, the signs of the blight are most severe. The foliage is withered and decayed, the mighty trees sickly with brown pine needles, which litter the forest floor. It is as though this section of woods has felt a terrible drought for months.

Standing out in stark contrast are thousands of blooming belladonna flowers, which are vivid and fragrant.

The numerous belladonna flowers are emitting a strong scent that is near overwhelming, leaving the eyes watering and the throat burning.

Within the sawmill are Atropa (a **night hag**, but see Adjusting the Fight, below), Gritchathrax (a **bearded devil**, but see Adjusting the Fight, below), an **imp**, and three **twig blights**.

A DC 12 Wisdom (Perception) check reveals that many trees in the area have human faces locked in terrible pain. These are some of the victims of Atropa when she wielded the power of the glade.

Atropa has an **imp** minion (*invisible* and transformed into the shape of a raven) that stands watch from atop the sawmill. If imp spies (such as those from the blight ambush) have alerted Atropa, she and her crew are ready for the adventurers.

If the adventurers are using Stealth or are otherwise hidden, use the imp's passive Perception score of 11 to determine if the imp alerts Atropa. If the adventurers are not hidden, the imp spots the adventurers and alerts Atropa. The imp then drops down and hides behind the sawmill door.

Gritchathrax (a **bearded devil**, but see Adjusting the Fight, below) is guarding Atropa with three **twig blights**. The twig blights have a passive perception of 9 and blindsight of 60 feet (blind beyond that range). If Gritchathrax is put on alert by suspicious activity, he begins to scan for mortal minds with his 120-foot range telepathy.

Gritchathrax is enamored of the large sawblades of the mill, which were powered by the waterwheels and used to split the massive old growth trees. The serrated edges and size of the blades remind him of the implements found at home. During the first turn of combat, unless ambushed, Gritchathrax will, if appropriate, tear a sawblade free from one of the saw machines and throw it as an action. The hurled sawblade does 16 (3d8+3) slashing damage (10 (2d6+3) for Very Weak and Weak parties), is a ranged melee attack rolled with disadvantage, and has a range of 20/60. If this attack causes damage, Gritchathrax may spend his next action gloating and taunting the adventurers (DM's discretion).

Adjusting the Fight

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

Very Weak: Remove one **night hag** (Atropa). Add one **green hag** (Atropa) with 50 hit points. Remove one **bearded devil** (Gritch). Add one **spined devil** (Gritch) with 14 hit points. Remove one **imp**. Remove three **twig blights**.

Weak: Remove one **night hag** (Atropa). Add one **green hag** (Atropa) with 65 hit points. Remove one **imp**.

Strong: Add one **bugbear**. Atropa has 130 hit points.

Very Strong: Add three **bugbears**. Atropa has 165 hit points.

Sister Atropa

Atropa the **night hag** still possesses the fey beauty of a dryad despite having become a creature of evil. She adorns herself in dead branches now, weaving them through her sable hair and forming a strange crown.

The hag's ritual is setup in the center of the sturdy structure of the main mill facility. There is an elaborate circle of rune-etched stones and skulls around a glowing obsidian cube and a gnarled, black-wooded staff.

The cube floats in the air and arcs of red lightning shoot among the gathered items. Within the circle muttering and spinning widdershins around the cube is a beautiful elven woman bearing a similarity to Dandelion. She is adorned in dead branches and purple petals. These brambles are woven into her sable hair and form a strange crown.

The cracked stone floor is entirely covered in dense patches of purple flowers save for the ritual circle.

Atropa possesses two powerful items, the Niss Arcindal and the corrupted staff. However, she doesn't have access to the full powers of either as they are integral parts of the ritual creating the blight curse and opening the way to the fey vault.

Atropa is relying on the last of her allies to guard her while she concentrates on the ritual that is devouring the fey magic in the land and producing the forest blights. Also, part of the ritual, and binding her to it, is her hag *heartstone*. Because it is otherwise dedicated with the other objects, she can't become ethereal without reclaiming her *heartstone*, which ruins the ritual and breaks the curse (this is only applicable if she is a **night hag**).

If combat ensues, Atropa spends her first action retrieving the staff for combat (this doesn't halt the curse). She opens by using it to cast *spike growth*, which the Niss Arcindal maintains without her needing to concentrate (at least until the cube is destroyed). Afterwards, she can cast *entangle* from it as an action. Atropa will attempt to keep her distance from the heroes. She will attempt to cast *sleep*, pelt obvious magic users with *magic missile*, or target melee fighters with her *ray of enfeeblement*, relying on her *spike growth* and *entangle* to prevent immediate attack.

Sister Atropa wears a beautiful emerald pendant worth 400 gp. The fiends carry nothing of value and dissipates in a cloud of purple belladonna petals if reduced to 0 hit points. Atropa will not flee this fight. She stays to the end. Leaving the staff or Arcindal behind would mean she has failed, and she can't live with being defeated and banished again by those who took everything from her.

When the battle commences, Atropa says the following:



Did my little sister send you? It matters not. Her fate will be a kinder one than what was shown to me. It would have only been a matter of time before they did the same to her.

If the adventurers engage in conversation with her, she will bitterly share her history with them in a way to possibly gain their sympathy. This is a stalling tactic for her to get the staff for combat, which is obvious with a DC 15 Wisdom (Insight) check.

Atropa and the Staff

Disarming the staff from Atropa greatly reduces her combat effectiveness and makes her waste time trying to retrieve it. The staff is important to Atropa, both as a needed component in the ritual and what it represents—conquering the fey and defeating the high druid.

Removing the Niss Arcindal from the Circle

The Arcindal is bound to the circle. It is completely surrounded by a *spike growth* maintained by the cube itself (DC 13 to spot, 2d4 piercing damage per 5 feet moved in it, area counts as difficult terrain, see the *spike growth* spell). Removing the cube from the circle requires a DC 17 Strength (Athletics) check or an opposed Charisma check with Sister Atropa, whose Charisma is 16. If successful, the Arcindal immediately takes 33 force damage from magical backlash (see **Destroying the Niss Arcindal** below).

Destroying the Niss Arcindal

Normally the Niss Arcindal requires a special item to be harmed, but Atropa's ritual has made it vulnerable. The Arcindal has a 13 AC, 33 hit points, and is immune to psychic and necrotic damage.

When the Arcindal is reduced to zero hit points, the magical energy within bursts out, shattering the cube and tearing a portal in the fabric of reality, which sucks in the cube's fragments. Everyone within 30 feet must make a DC 14 Dexterity save or take **11 (2d10) force** damage, half that on a successful save.

Adjusting the Explosion

Here are suggestions for adjusting the explosion. These are not cumulative.

- **Very Weak:** DC is 12, damage is 6 (1d10) force.
- **Weak:** DC is 13, damage is 6 (1d10) force.
- **Strong:** DC is 15, damage is 17 (3d10) force.
- **Very Strong:** DC is 16, damage is 17 (3d10) force.



If the adventurers destroy the obsidian cube, the corrupted *staff of the woodlands* is destroyed with it. The Arcindal is using the staff as a conduit to the glade, channeling powerful forces to fuel the curse. When the connection is abruptly severed with the cube's death, magical feedback splinters the staff in a bright flash, leaving only smoldering fragments.

The curse is broken. Also, the curse ends if Atropa is slain or is not on the Material Plane (such as being put in the vault).

Read the following if the Niss Arcindal is destroyed:

The obsidian cube cracks open with a thunderous howl and warping of light. Within the fractured center of the cube is a black maelstrom. The mill begins to shake. A surge of power bursts from the dying cube and splinters the corrupted staff into smoldering pieces. A terrible scream fills your ears as the shards of the Niss Arcindal are drawn into the maelstrom, and then silence. All that remains is a scorched scent of rock.

The belladonna flowers begin to wither, their purple blight giving way to the yellow bright of dandelion blooms.

If Atropa remains alive or conscious during the destruction of these items, she is utterly shocked and then lets out a tortured scream, "No! What have you done! Everything—it is happening again—everything is being taken away! My beautiful glade!"

Treasure

Atropa's emerald pendant, worth 400 gp.

Tricks of the Trade

Empower Player Choice: While the default scenario is that Atropa fights to the bitter end, unable to face exile again, if the players go out of their way to try to talk Atropa down, offer a tough, but fair, chance of diplomacy resolving the conflict. If this route is chosen, Atropa is escorted back to her beloved glade and put into a magical sleep within the vault. Award full combat experience.

Plot Hook, not a Treasure Item. Regardless of the story progression, the *staff of the woodlands* is wholly corrupted and must be destroyed.

Resolution

If the heroes succeed in slaying Atropa and then destroy the obsidian cube and the corrupted staff, Dandelion begins to recover her health, and Knocker's Glade rejuvenates. Dandelion rewards the adventurers with a special fey gift and gives them the blessing of the glade.

When the heroes return to the glade, they notice the dryad looks healthier. The blight is already fading from the forest and the tree rot is healing before their eyes. **Each character that successfully stops the curse gains 200 experience points.**

Dandelion is grateful for the adventurer's aid. In gratitude, the dryad gives the heroes a hand-crafted pair of *boots of elvenkind*. These moss-covered boots are made from the essence of the woods itself. They change texture and color depending on the current season and can point the wearer unerringly towards the Cormanthor woods.

Dandelion also gifts the adventurers a sip from the glade's true spring, which is hidden. This increases the maximum life span of each hero who quaffs the magical waters by 20 years. This does not count as or interfere *with potions of longevity*. Each adventurer who drinks from the fey spring earns the **Draught of the Feywild Story Award**, give them **Player Handout 1**.

Development

The adventurers have rescued the dryad and her glade from malignant fiends. They may want to alert the Moonsea nobles and rulers about the fiendish activity deep in the forest. Such activities are dangerous, especially if they fester.

Likewise, the adventurers may attempt to hunt down the Boar's Tusk bugbears to discover where Sister Atropa came from if they never learned it. After all, hags often travel in a coven.

Emerald Enclave members as well as druids and rangers should be on high alert. The guardian fey of the woods have been greatly weakened by Atropa's murderous work and now the forest is in peril of monstrous creatures taking advantage of the power vacuum. Dandelion may send the adventurers to seek allies of the woods while the forest recovers from the loss of its guardians and the blight sickness.

For more adventures dealing with the machinations of the Harrowed King and his relics such as the Niss Arcindal, another part of the Harrowed King's tale is told in CCC-STORM-01 The Barrows of Solina by Iam Pace and William Murakami-Brundage.

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
Bearded Devil (Gritchathrax)	700
Bugbear	200
Bugbear Chief (Gorefur)	700
Ghoul (Dullahan)	200
Green Hag (Sister Atropa)	700
Imp	200
Mummy (Dullahan)	700
Needle Blight	50
Night Hag (Sister Atropa)	1,800
Spined Devil (Gritchathrax)	450
Twig Blight	25
Worg	100

Non-Combat Awards

Task or Accomplishment	XP Per Character
Returning Allahana's Amulet	100
Returning the amber treant heart	100
Stopping Atropa's blight curse	200
Agreeing to Aid Dandelion	200
Agreeing to Aid the High Druid	100

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

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

Treasure

The characters receive the following treasure, divided up amongst the party. 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
2A. Allahana's Jade Pendant	200
2B. Treant Amber Heart	200
2D. The Ashen Scar	168
3. Atropa's Emerald Pendant	400
(Optional A.) Bugbear Coinage	50
(Optional A.) Gorefur's Torc	50
(Optional B.) Amber of the Blights	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.

Boots of Elvenkind

Wondrous Item, uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

These moss-covered boots are made from the essence of the woods itself. They change texture and color depending on the current season and can point the wearer unerringly towards Cormanthor forest.

This item can be found in the *Dungeon Master's Guide*. More information can be found in **Player Handout 3**.

+1 Arrows

Ammunition, uncommon

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

Potion of Healing

Potion, common

This item can be found in the *Players Handbook*.

Story Awards

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

Draught of the Feywild. Dandelion the dryad gifted you with a sip from the magical spring within her glade. This water increases your maximum expected lifespan by 20 years. This Story Award does not interfere with *potions of longevity* or other

effects that reduce your actual. More information can be found in **Player Handout 1**.

Mulmaster Cloaks. For each Mulmaster adventure played, the character gains one rank in the Cloaks organization. *The Ashen Scar* counts as a Mulmaster adventure. 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 thwart the blight curse earn **one additional renown point**.

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:

Allahana (ALL-ah-hana). Allahana is an experienced ranger despite her youthful appearance. She often keeps herself painted in blue woad. She takes her duties as a forest warden seriously, some would say too much so.

Dandelion (DAND-i-lien). Dandelion is relatively young for a dryad and has spent her whole life within the confines of Knocker's Glade. While perceived as naive by other forest guardians, her dedication and loyalty are unwavering.

Gritchathrax (GRITCH-a-the-rax). "Gritch," as the last remaining fiend, has become a bully to the bugbears, enforcing his position as Atropa's right-hand through fear.

Sister Atropa (SIS-ter AT-rope-aa). Atropa the hag is blinded by hate and twisted by years spent as an outcast after she was banished from the woods. She sees her actions as the only option left to her to regain her home.

Tal'daynath (TALL-day-nath). Tal'daynath is the current High Druid of the Summer Season in Cormanthor. As a former adventurer, he is resourceful but also a bit reckless. He takes the long view of the world, which has given him a sardonic and self-depreciating sense of humor.

Appendix. Monster/NPC Statistics

Bearded Devil (Gritchathrax)

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

Actions

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Bugbear

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Bugbear Chief (Gorefur)

Medium swarm of Tiny beasts, unaligned

Armor Class 17 (chain shirt, shield)

Hit Points 65 (10d8+20)

Speed 30 ft.

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

Skills Intimidation +2, Stealth +6, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 3 (700 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Heart of Hruggiek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two melee attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

Ghoul (Dullahan)

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dullahan Weakness

If a dullahan's head is returned to it, the dullahan use its next action to replace its head. They do not attack that turn. Once reunited with its head, a dullahan begins to crumble to dust and is slain on its next turn, released from the curse.

Green Hag (Sister Atropa)

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82(11d8+33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At Will: *dancing lights, minor illusion, vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

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

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Imp

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13 (natural armor)

Hit Points 10 (3d4+3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

Actions

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

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

Mummy (Dullahan)

Medium undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 59 (9d8+18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP)

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist (described as a black nimbus). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare (from the heads on the pikes). The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Dullahan Weakness

If a dullahan's head is returned to it, the dullahan uses its next action to replace its head. It does not attack that turn. Once reunited with its head, a dullahan begins to crumble to dust and is slain on its next turn, released from the curse.

Needle Blight

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

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

Condition Immunities blinded, deafened

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

Languages Understands Common but cannot speak

Challenge 1/4 (50 XP)

Actions

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

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

Night Hag (Sister Atropa)

Medium fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (=2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *magic missile*

At will with the staff: *spike growth*, *entangle*

2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

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

Actions

Claws (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest,

and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

Spined Devil (Gritchathrax)

Medium fiend, lawful evil

Armor Class 13

Hit Points 35 (5d6+5)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 12 feet, passive Perception 12

Languages Infernal, Telepathy 120 feet

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

Actions

Multiattack. The devil makes two attacks: one with its bite and one with its stinger or two with its tail spines.

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

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

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. Hit: 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

Twig Blight

Small plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 4 (1d6+1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Skills Stealth +3

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

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

Languages Understands Common but cannot speak

Challenge 1/8 (25 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a dead shrub.

Actions

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

Worg

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10+4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

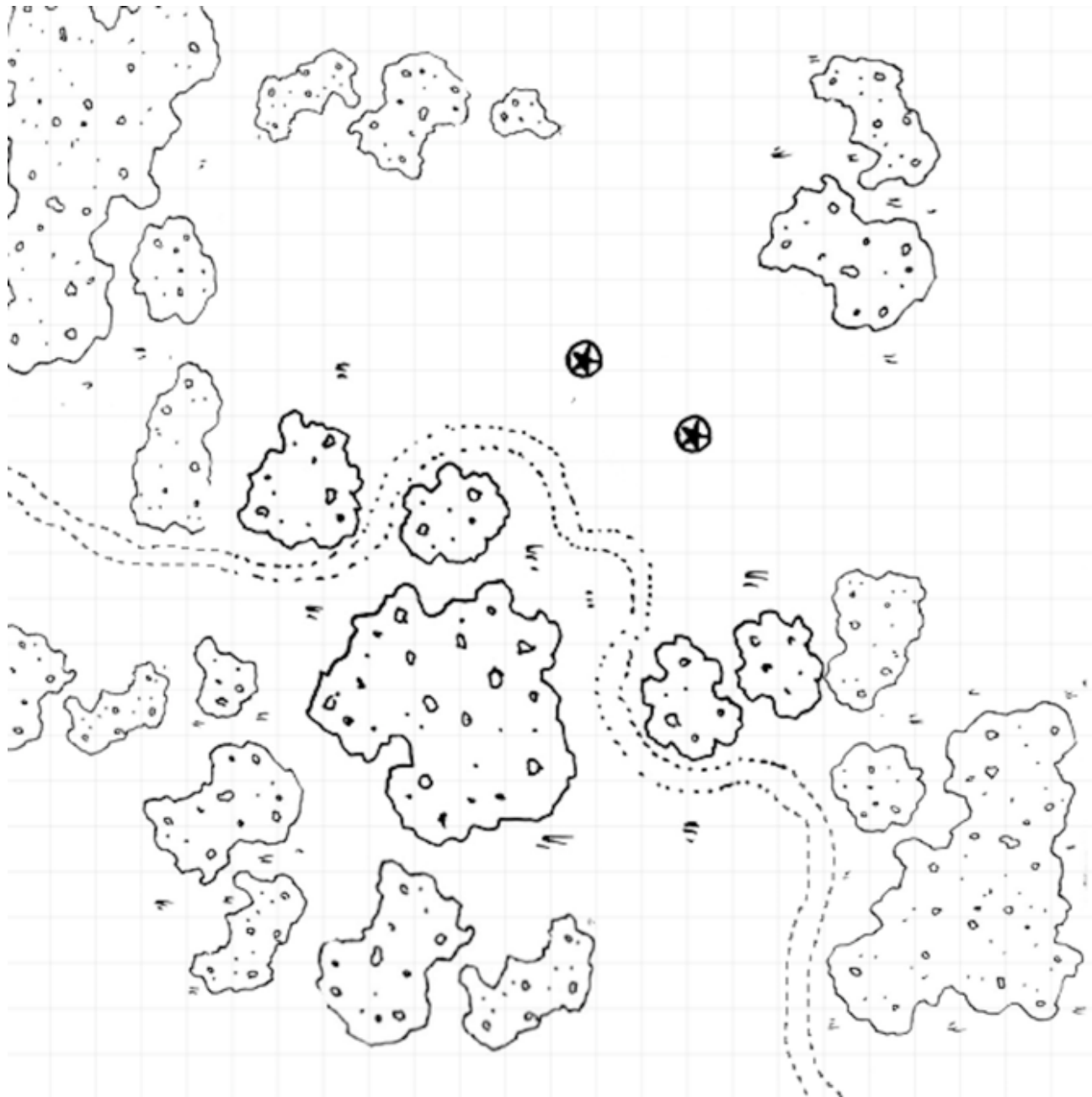
Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

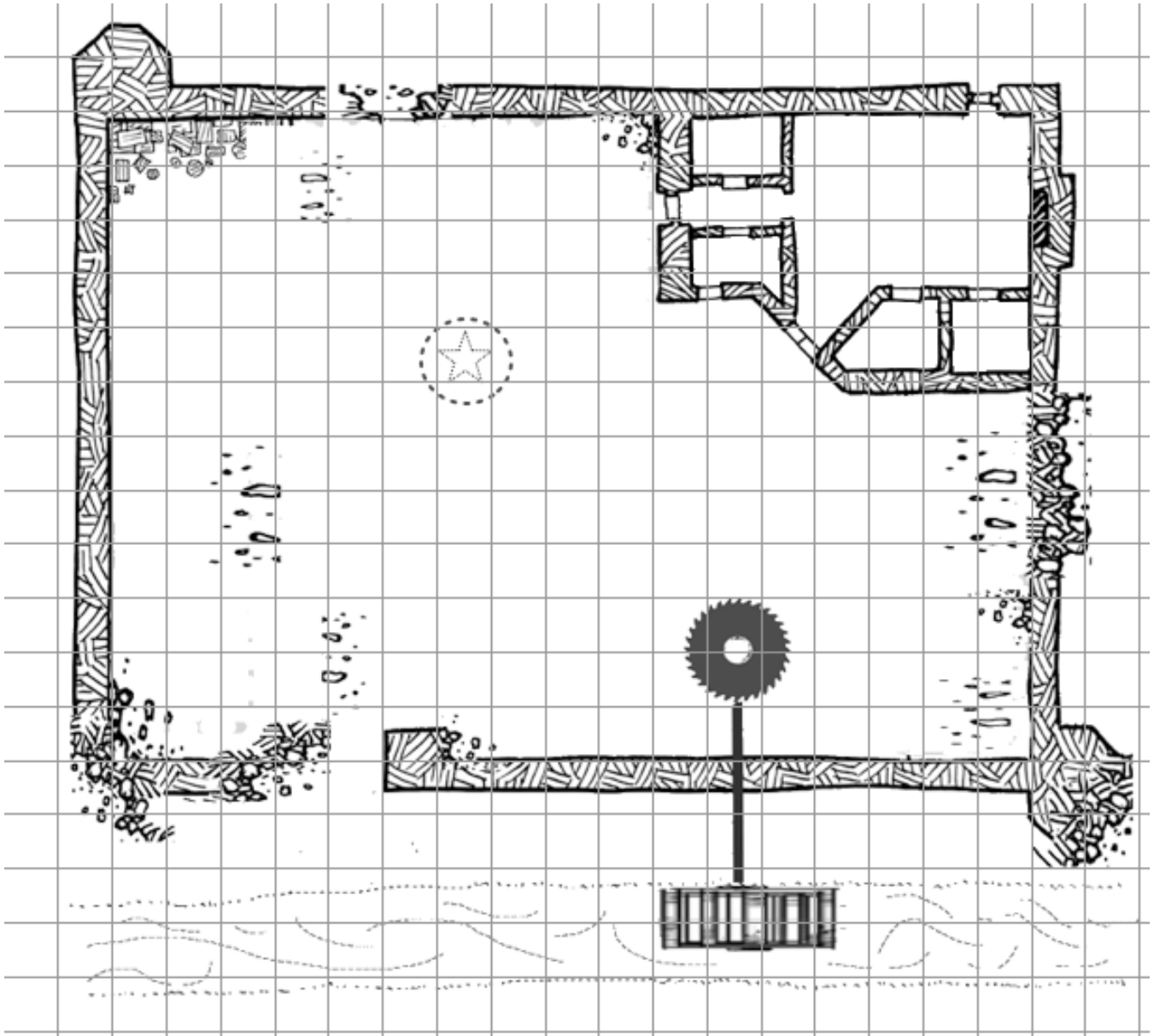
Appendix. The Grove of the Slain

(1 square = 5 feet)



Appendix. The Old Mill

(1 square = 5 feet)



Player Handout 1. Story Award

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:

Draught of the Feywild

Dandelion the dryad gifted you with a sip from the magical spring within her glade. This water increases your maximum expected lifespan by 20 years. This Story Award does not interfere with *potions of longevity* or other effects that reduce your actual age.

Player Handout 2. Story Award

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:

Mulmaster Cloaks

The Ashen Scar is considered a Mulmaster adventure for purposes of rank in the Cloaks.

Instead of worrying about the punishments for using magic, arcane casters may choose to join the Brotherhood of the Cloaks. Characters that do so must swear to defend the rule of the High Blade, protect Mulmaster from the incursion of arcane magic and uphold the Edict of Arcane Banishment. Being a Cloak costs the character 3 Downtime Days per Mulmaster adventure played, and the character must maintain a wealthy lifestyle for that downtime.

Joining the Cloaks is not without its benefits. All Cloaks receive a square medallion that denotes membership in the Brotherhood. This medallion gives the character advantage on social skill checks made with officials of Mulmaster (DM's discretion). For each Mulmaster adventure played, the character gains one rank in the Cloaks organization. For each To Wear a Cloak favor the character has, he or she also gains an additional rank.

Player Handout 3. Magic Item

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

Boots of Elvenkind

Wondrous item, uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

These moss-covered boots are made from the essence of the woods itself. They change texture and color depending on the current season and can point the wearer unerringly towards Cormanthor forest.

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