



TRAIL OF TREACHERY

Deep in the forests of Cormanthor, the Golden Paragon Trading Company has set up a logging camp to harvest the valuable trees of the Midwood. Recently, rumors of a valuable tree lured a group of loggers away from the safety of the camp after a series of monster attacks caused it to shut down operations. In response, the camp's foreman sends a group of adventurers into the woods to bring the loggers back alive, but they quickly discover the situation is more complicated than it seems.

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



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INTRODUCTION

Welcome to *Trail of Treachery*, a D&D adventure that is part of the official D&D Adventurers League™ organized play system.

This adventure is designed for **three to seven 5th-10th level characters**, and is optimized for **five 8th-level characters**. Characters outside this level range cannot participate in this adventure.

The adventure is set in the Moonsea region of the Forgotten Realms. During play, the characters travel to the forests of Cormanthor to aid a logging camp plagued by monsters. Once there, they are sent into the Midwood by the head of the logging camp to rescue some loggers that have gone missing. Can the characters save the lost loggers, or will they succumb to the traps put in place by hostile forces?

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

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

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

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare:

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

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

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the

irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used for combat encounters.

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

This adventure is **optimized for a party of five 8th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the average party level (APL) for the adventure. To figure out the party strength for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

RUNNING THE ADVENTURE

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

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

DOWNTIME AND LIFESTYLE

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

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

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

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

D&D ADVENTURERS LEAGUE		ADVENTURE LOGSHEET	
Record each session of play below. Express downtime totals in daily increments. Record certified and non-certified permanent magic items (all magic items except for potions, scrolls, and some wondrous items).			
Hailap Fasketelli		Wizard 4	Harper
CHARACTER NAME	Tom S.	CLASS AND LEVEL	854-789-2386
PLAYER NAME	Tom S.	DM #	1
SHEET #			
Lost Mine of Phandelver Part 1: Goblin Arrows 08/13/2014 Rick L. (349-213-9905)			
Adventure Name	Session #	Date	DM Name and DCI #
0	0	0	0
Starting XP	Starting Gold	Starting Downtime	Starting # of Magic Items
350	+20	+10	1
XP Earned	Gold +/-	Downtime +/-	Reserve Earned
350	20	10	1
XP Total	Gold Total	Downtime Total	Reserve Total
350	20	10	1
Adventure Notes/Downtime Activity			
Lost Mine of Phandelver Part 2: Phandalin 08/24/2014 Rick L. (349-213-9905)			
Adventure Name	Session #	Date	DM Name and DCI #
350	125	10	1
Starting XP	Starting Gold	Starting Downtime	Starting # of Magic Items
675	+275	+10	1
XP Earned	Gold +/-	Downtime +/-	Reserve Earned
1,025	400	20	2
XP Total	Gold Total	Downtime Total	Reserve Total
1,025	400	20	2
Adventure Notes/Downtime Activity			
Lost Mine of Phandelver Part 3: The Spider's Web 09/04/2014 Rick L. (349-213-9905)			
Adventure Name	Session #	Date	DM Name and DCI #
1,025	400	20	2
Starting XP	Starting Gold	Starting Downtime	Starting # of Magic Items
2,475	+380	+10	1
XP Earned	Gold +/-	Downtime +/-	Reserve Earned
3,500	780	30	3
XP Total	Gold Total	Downtime Total	Reserve Total
3,500	780	30	3
Adventure Notes/Downtime Activity			
Found a ring of protection.			

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services

Spell	Cost
Cure wounds (1st level)	10 gp
Identify	20 gp
Lesser restoration	40 gp
Prayer of healing (2nd level)	40 gp
Remove curse	90 gp
Speak with dead	90 gp
Divination	210 gp
Greater restoration	450 gp
Raise dead	1,250 gp

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request one spell per day from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

DISEASE, DEATH, AND RECOVERY

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

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

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

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

DEATH

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Additional Credits

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TRAIL OF TREACHERY

Gold can make the most cowardly man brave.

— *Furjur the Flippant*

ADVENTURE BACKGROUND

Deep in the forests of Cormanthor, the Golden Paragon Trading Company has set up a logging camp to harvest the valuable trees of the Midwood. The camp lies near a fork of the river Ashaba, which acts as a delivery system to timber bound for processing and shipping in Semberholme. Until recently, the camp produced a significant amount of profit, but within past tenday, production has ground to a halt. The camp's last communication spoke of monster attacks from the forest and panicked, wary loggers unwilling to work.

Unbeknownst to most of the logging camp's residents, the loggers have been slowly deforesting their way towards an old ruin on the edge of the Starwood. Nearly a month ago, a member of the logging crew stumbled upon a shard of ancient stonework hidden beneath the thick forest bed. The piece, which dated back to the times before the Cormanthor war, was drow in origin and from a nearby site that once served as a stronghold for the dark elves. While on reprieve in Semberholme, the hapless logger sold the shard to a "historian" in a pub. The purchaser was actually an agent of Suldran's Dark, a notorious band of outlaws.

Two tendays ago, House Nanther informants monitoring Suldran's Dark heard whisperings of the ruined stronghold's location. They paid the logging camp foreman, Silas Nash, handsomely to betray his original employers and instructed him to find it. Silas continues to function as the camp's supervisor, using his contract with the Golden Paragon Trading Company to clear a way to the ruins. The path he cuts leads north to the Starwood, instead of remaining eastbound in the Midwood as the terms of his contract dictates. Once Silas discovers the exact location of the ancient stronghold, he plans to abandon the contract granted by the Golden Paragon Trading Company, release all of the men in his employ, and allow House Nanther's operatives to take the area for their own purposes.

These were not the only people who heard the rumors about the ancient drow stronghold. Furjur the Flippant, a representative of both the Golden Paragon Trading Company and the faction known as the Harpers, wants to make sure that any ancient magics hidden in the stronghold stay out of evil hands. He contracted the adventurers to travel to the logging camp and contact Silas Nash to offer their

services to provide security for the camp and the innocent, hard-working loggers within.

Silas, meanwhile, has made his own arrangements. He is not keen on outside interference while he seeks the ruin. As such, he has enlisted the services of Cassylva, a drow assassin in the employ of House Nanther. Together, they concocted a plan to lure innocent loggers to their doom by spreading rumors of a valuable tree throughout the camp, hoping to find a few men who were willing to risk their lives for a big payout. The plan worked, and Silas delivered six loggers into Cassylva's waiting blades to lure the adventurers into an ambush. He hopes this will buy him more time to find the ruin.

ADVENTURE OVERVIEW

Trail of Treachery consists of three parts.

Part 1: A Gray Breakfast. Under direction from Furjur the Flippant, the adventurers make their way to the logging camp to meet Silas Nash at a low-key breakfast in the morning. Rumors of an Ekondan maple tree, prized for its use in wand construction, lured a small crew of loggers out of the camp into the dangers of the forest. Silas is worried about the crew and implores the heroes to strike out after them and return them to safety. What he is not telling them is the loggers were sent to die and lure the heroes into the waiting arms of House Nanther assassins lead by the drow agent Cassylva.

Part 2: Can't See the Forest for the Traps. The heroes head into the forest to find the missing loggers. The "loggers" left trail signs and other clues to their location, but they are mostly there to lead the heroes into a series of traps and encounters and make it look like they were killed by the natural dangers of the forest. Barring that, Cassylva takes matters into her own hands to ensure the adventurers do not make it back to the logging camp. The heroes either stumble upon a camp full of dead loggers, where Cassylva and her gnoll hunters host an ambush, or they attack when the adventurers make camp before heading back to Silas and his loggers.

Part 3: The Nanther Cipher. The characters find an encrypted letter on the killer that holds the key to revealing Silas' part in the death of the loggers. They must decipher it on their own or with the help of any survivors from Cassylva's crew of assassins.

ADVENTURE HOOKS

The characters may already have their own reasons for agreeing to help Furjur the Flippant and the Golden Paragon Trading Company, but if not, you can use the adventure hooks below to draw them into the story.

Harpers. The Harpers suspect the logging camp's decline in production might be a sign of outside tampering with regional business interests. Furjur the Flippant also believes the disruption could be related to rumors of House Nanther's involvement in other business affairs in the region.

Order of the Gauntlet. The forests of Cormanthor are dangerous, and the loggers who work them are good, hardy folk who deserve protection. The Order of the Gauntlet sees the threat as a serious problem, and they want to make sure supernatural or evil forces are not involved.

Emerald Enclave. Cormanthor encompasses vast ancient forests. While the Emerald Enclave grudgingly tolerates the managed forestry that takes place in its borders, the monster attacks are troubling. The situation bears further investigation to ensure the balance between man and nature is maintained.

Lords' Alliance. The Golden Paragon Trading Company has strong ties with the Lords' Alliance. The Lords' Alliance wants to protect its business interests in the area and possibly expose any interference by third parties.

Zhentarim. The Zhentarim deal in many things, including information and secrets. They suspect something is happening deep in the forests of Cormanthor, and they want to know what it is. The Zhents have an agent in the logging camp by the name of Kelton Reed. He may be able to provide members of his faction with additional information.

Factionless. If a character does not have a faction, assume they were traveling when they meet up with other adventures heading toward Elven Crossing. From there, they made their way up the River Ashaba to the logging camp. In the unlikely event that none of the characters in the party belongs to a faction, Furjur simply recognized them as adventurers when they reached Elven Crossing and entered Amaratha's Teahouse. (These events are detailed in *CCC-GHC-4 Shade of the Dark*.)



PART 1: A GRAY BREAKFAST

An overcast morning greets the characters in the logging camp. If they played through *CCC-GHC-4 Shade of the Dark*, they are met with weary smiles and quick congratulations for their help, but it soon becomes clear something is bothering the loggers. Silas Nash, the camp's leader, has the answers. The characters find him hunched over a table in the bunkhouse eating a stew for breakfast.

The loggers get their meals at the bunkhouse, which in this camp is a large tent filled with long, rough wooden tables and tree stump seats. The bunkhouse is usually a bustle of activity this early in the morning, but the gray skies, misty drizzle, and concern over the creature attacks have kept most of the loggers in their tents today. Silas Nash, the camp foreman, sits alone at the end of one of the long tables. He eats the stew in front of him by dipping large chunks of bread in the bowl. He smiles wearily as you approach.

Silas offers the party some bread and gets down to business. A crew of six loggers has not reported back to camp in a few days. The loggers left camp during the events of *CCC-GHC-4 Shade of the Dark* and have sent no word back since.

Rumors of an Ekondan maple a short distance into the wilds of the Midwood spread through the camp. This tree is prized for its use in making magic wands and other enchanted items. Silas believes the loggers struck out to find the tree despite his warnings about their safety. He wants the party to bring the loggers back alive and authorizes them to use whatever means necessary to do so. Convincing them to leave such a prize won't be easy, so if they need to be put to sleep via magic or knocked out, it doesn't matter. He just wants them to get home safely.

Silas provides the names and general details of the loggers who went after the tree. For more information about how the missing were perceived, the characters will have to ask around the camp.

If the players have played *CCC-GHC-4 Shade in the Dark*, Silas assumes the characters already know the basics of their logging operation from Furjur the Flippant and urges them to head out for the loggers. If this is their first adventure with the Golden Paragon Trading Company, he quickly sums up the following points.

- The Golden Paragon Trading Company has an agreement drafted by the Emerald Enclave permitting them to harvest timber from the Midwood.
- The area outlined in the agreement lies east of a drainage basin that forms a tributary of the River

Ashaba. The trading company uses the tributary to deliver felled timber downstream to Semberholme, where it is processed and shipped to other parts of the Moonsea.

- To make certain the forest is properly managed, the agreement only grants them the rights to harvest trees of a certain age and size. In addition, they are not allowed to take any trees from the Starwood, which lies to the north of the area.
- The Golden Paragon Trading Company's logging camp lies near the river's branch. Production from it was steady until two tendays ago. Since then, the camp's output has dwindled to nothing.
- Monster attacks have shut down the camp due to panicked, wary loggers unwilling to work.
- The Golden Paragon Trading Company needs adventurers who can find the underlying cause of the problem and get the timber flowing downstream again.
- Furjur offered the characters 100 gp each if they can eliminate the threat from the forest. They can receive their payment from Silas Nash once their task is complete.

Roleplaying Silas Nash

Silas Nash is a veteran logger who has made a lifelong career of harvesting timber. While not evil, his desire for money often overshadows his concern for his men and their safety. Silas' need for coin does not stem from greed alone. His brother died several years ago in a logging accident, and since that time, he has been supporting his sibling's family, as well as his own.

The stress of the situation has caused Silas to make some poor choices, and recently his dreams have been plagued with fears and doubts. He is terrified about being found out, but Cassylva's presence has calmed him into thinking that House Nanther values him enough to protect him if he is.

The truth of the situation is far different. Silas has been working for House Nanther all along, and the arrival of the characters caused him concern. He went along with their intervention to buy himself some time and contact his paymasters. House Nanther sent an agent to assist with the plan. Her name is Cassylva, a drow assassin who uses sharp blades and deadly magic in equal measure. Cassylva hired a local pack of gnolls to find places in the area to set traps and to learn the lay of the land to use to her advantage.

Cassylva met with Silas while the party was en route to the previous adventure (or to the camp, if this is their first experience with Silas). She told him to round up a few loggers who were gullible, naive, or greedy enough to leave the safety of the camp. Silas put the rumors of the Ekondan maple in their ears and watched as they snuck off into the woods for a profitable promise that did not exist.

The drow and her pack of gnoll hunters set upon the loggers when they made their first camp. The loggers were tired, exhausted, and frustrated by not finding the Ekondan maple near where Silas had said it would be. The assassins made quick work of the loggers and cleaned up their campsite. Cassylva's part of the plan is to make the party's deaths look like an unfortunate accident or encounter with a danger in the woods. She has set up several traps in the Midwood, using equipment and tracking details to imply the loggers are still alive. If the traps do not eliminate the heroes, she hopes they harry them enough that a fast ambush can finish them off.

Cassylva only revealed enough information about her plan for Silas to feed to the characters as part of his briefing. He is unaware that she already murdered the loggers, and he knows nothing of her plans for the heroes. He only knows he is supposed to send the party out of the camp onto their trail, and she will take care of the rest.

But My Insight Check!

There is no reason for your players to suspect Silas is setting them up for a bad day of traps and ambushes. However, some players are paranoid about any NPC that comes across their path and will scrutinize them to get a leg up on any attempts at deception. Luckily, *D&D* has a solution for such problems: magic.

Silas drank a special potion that mimics the *glibness* spell before sitting down to breakfast this morning. The potion automatically allows him to pass undetected through any sort of deception detection process the characters use, whether a spell or an Insight check. Evidence of the potion should be added to the information discovered by the characters upon their defeat of Cassylva.

THE LOGGING CAMP

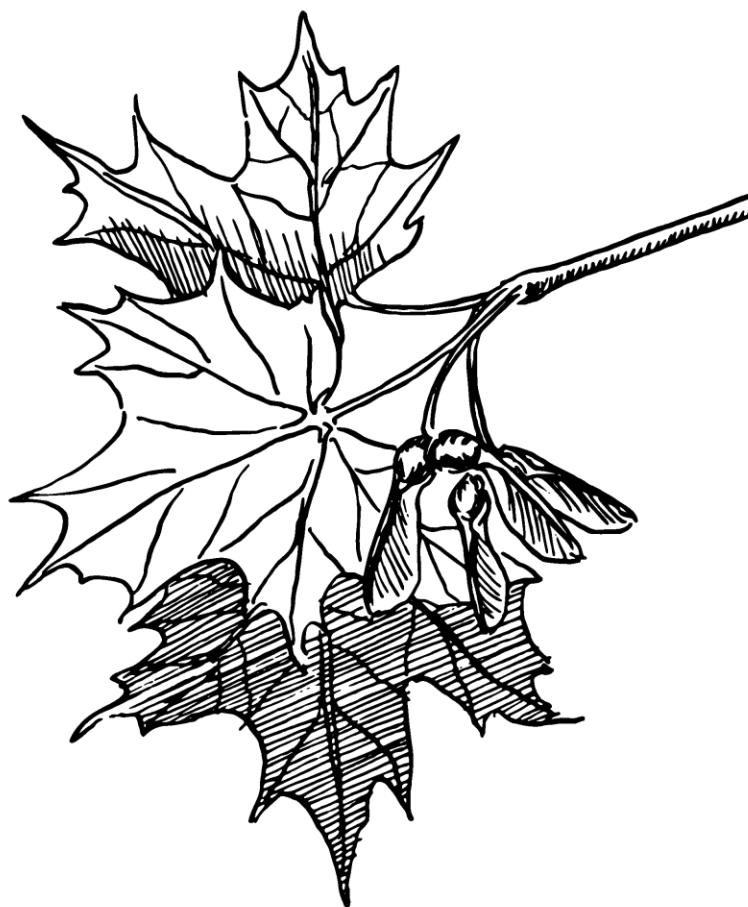
Asking around the camp uncovers a bit more information on the missing loggers. The loggers are split between concern for their missing companions and frustration they ventured out unnecessarily in such a dangerous situation. For each successful DC 10 Charisma (Persuasion) or Intelligence (Investigation) roll made, the characters find out one of the following bits of info about the loggers.

- **Aylindsel Nelo** is the most respected logger who ventured out to find the tree. She sent most of her wages back to Waterdeep for her family, but recently received a letter from home that had her weeping quietly in her tent.
- **Sol Romello** is fairly new to the camp. He works to help pay for his enrollment in a wizard academy. Sol mostly keeps to himself, but the minor cantrips and spells he already knows have made the other loggers think he is useful.

- **Burt Bridgerbadger** is a cheerful halfling who does not mind climbing up trees or doing other work that loggers do not like. He has a fondness for his pets and loves to talk about them as he works.
- **Celindo Mortenbrine** is a dwarf who is staring retirement in the face. He does not get along very well with Silas Nash.
- **Narisse** and **Nyleesh**, wood elf brothers, often brag about their tracking abilities in the wild. Most of the loggers have grown weary of their boasting and of how often they blame others for their own failures.

THE BLACK NETWORK

Adventuring groups familiar with the Zhentarim are contacted by Kelton Reed through subtle hand signals known only to members of the faction. He can fill in any missing information on the loggers. Kelton can also ensure the characters there is no way an Ekondan maple would be found in this part of the Cormanthor Forest, as the growth conditions are highly unfavorable for such a magnificent tree.



EKONDAN MAPLE LEAVES

PART 2: CAN'T SEE THE FOREST FOR THE TRAPS

Expected Duration: 45 minutes

This part of the adventure has three encounters. These encounters are modular and can be run in any order. If pacing becomes an issue with the end of the slot looming, an encounter may be dropped without much effect on the storyline.

Cassylva and her agents created a trail for the party to follow out of the camp and into the woods. The first encounter is a false campsite set up inside a hollowed-out tree. The second encounter is a treant that has been cursed by a magic arrow to see the adventurers as enemies. The third encounter is where Cassylva and her pack of gnolls decide to take matters into their own hands and end things once and for all.

GENERAL FEATURES

The area has the following features.

Light. Brightly lit during the day, but a heavy rain makes it hard to see for a distance.

Trees. The surrounding trees provide half cover.

Trail. A rough trail marks the progress of the loggers through the forest. Movement 5 feet or more off the trail into the forest is considered difficult terrain.

THE FALLEN LOG CAMP

Cassylva placed a hidden trap inside a hollowed-out, felled giant tree. The loggers set up camp inside the tree about two hours from the main camp. This is where Cassylva and her assassins attacked and slaughtered them. They hid the bodies and reset the camp. Most of the loggers' belongings are here, except for a few items Cassylva took to use for making additional traps.

A large boulder splits the rough trail as it winds past a tall hill. Much of the hill has been cleared, though a few trees, stumps, and rocks remain. A smaller trail winds up to a large log that rests across the hillside. The size of the hollowed-out log makes it a good choice for shelter. It does not appear to be currently occupied.

A successful DC 16 Intelligence (Investigation) roll reveals bedrolls and supplies for six loggers to anyone venturing inside the log. This roll can be made after the trap is sprung, but it is made with disadvantage at that time.

Rolling Log Trap

(Level 5-10, deadly threat)

This trap features a large, hollowed-out tree set into a steep hillside. The log has been shored up by several rocks placed to act as a wedge underneath it. There is also ice mixed into the rocks for additional support, artificially frozen by an enchantment carved into a keystone near the bottom.

The log is large enough for Small creatures to stand in but Medium creatures must bend over to walk inside. Large creatures are unable to fit inside the tree.

Trigger. A glyph that detects living creatures is hidden on the underside of the tree. When a Small or Medium humanoid stands directly over the glyph, it deactivates the enchantment on the ice and stones supporting the log.

Effect. Without the ice to support it, the rocks collapse, and the log begins to roll down the hill, causing a landslide. Anyone caught in the landslide takes 55 (10d10) bludgeoning damage and is knocked prone. A successful DC 15 Dexterity saving throw allows a character to take half damage. Characters inside the tree when the trap is sprung make the save at a disadvantage.

Countermeasures. A DC 15 Wisdom (Perception) check allows a character to notice the glyphs on the rocks or the underside of the tree. Casting *detect magic* also discovers the glyphs. Once the glyphs are detected, a DC 15 Intelligence (Arcana) check reveals how the trap works and allows it to be disabled. Casting *dispel magic* on the glyphs also disables them and does not trigger the trap.

The path of the log is erratic as it tumbles down the hillside, due to it smashing into trees and bouncing off rocks. The trap also causes loose rocks and other dangers to tumble down the hillside and endanger anyone who did not go into the log.

Treasure. About 100 gp worth of coins and other small valuables can be found in the camp. If the trap is triggered before the characters look for treasure, halve this amount.

ENCOUNTER PLACEMENT

The default assumption is this encounter is used first, but it can be used in whatever order the DM prefers. It can also be omitted entirely if time is running out.

If this encounter is used after the treant's attack, the treant can direct the adventurers to the log trap, as it vaguely remembers a camp being made within. The treant also attempts to protect the adventurers if they left it alive or removed the enchanted arrow. The treant's protection gives anyone avoiding the landslide on the outside of the log advantage to their saving throw.

If this encounter is used after Cassylva's ambush, and she is killed, she directs the party to the log with her last breath, hoping they will get themselves killed trying to rescue the loggers. If captured, Cassylva leads them to the trap with the hope that she can escape in the confusion once it is triggered. She triggers the trap on purpose if she has to.

THE ENSORCELLED TREANT

The forest has been quiet for most of the morning. Slow, heavy drops of rain have dampened the usual sounds of the animals. The sleepy quiet is suddenly shattered when a **treant (T)** comes raging onto the path in front of the party, looking ready to kill them all. The treant is followed closely by a **shambling mound (S)** that was disturbed by the treant's rampage, and it is ready to take it out on the characters.

The soothing hush of rain on leaves is shattered by the sound of something big knocking down trees and smashing its way through the forest. A large rock crashes into the ground in front of you, and moments later, a treant rumbles out of the forest with its eyes blazing in anger. It rips another nearby boulder from the ground, not looking to miss twice.

TACTICS

The shambling mound attacks the nearest target as best it can. Meanwhile, the treant stays at the edge of the 60-foot range of its rock attack and hurls boulders at the rest of the party. If the characters close to melee range, it switches to its slam attacks.

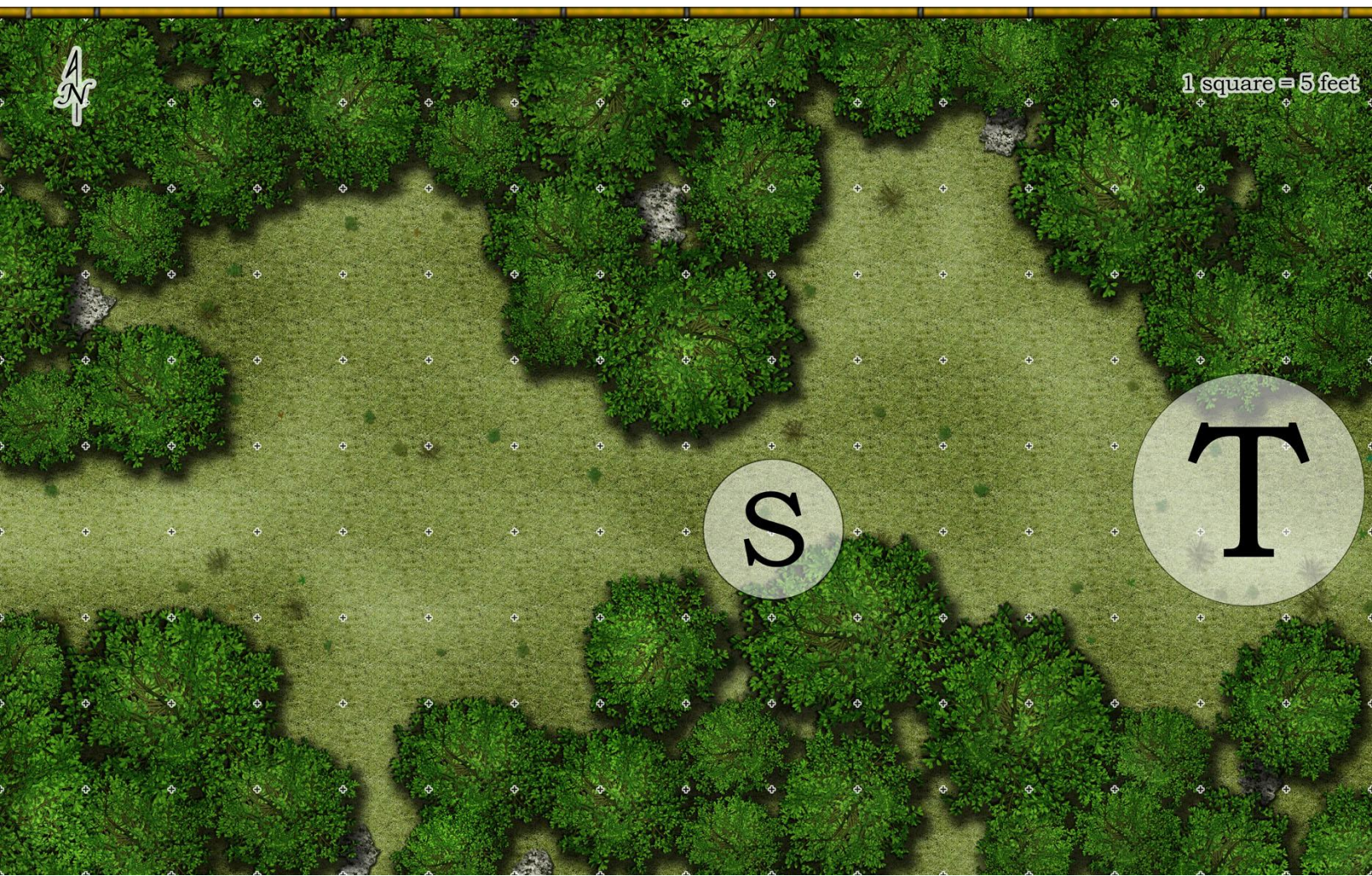
When either the treant or the shambling mound is reduced below half its hit points, the treant uses its *animate trees* action to bring in reinforcements.

The party can fight the treant, but observant characters might find another way to defeat this encounter. Cassylva struck the treant near the top of its head with an enchanted arrow that confused and enraged the normally docile creature. Characters with a passive Perception of 15 or higher that approach within 30 feet of the treant notice the arrow stuck in its head.

Removing the arrow requires a series of ability checks to succeed. Several different checks are listed below, but if your players propose a plan that seems plausible, let them try it. A particularly clever or amusing plan will take three checks. A less imaginative one might take five. Anything that encourages teamwork and turns the task into an encounter that mixes tactical combat with problem solving comes out as a win.

Casting *dispel magic* counts as one success toward the goal of calming the treant. The enchantment is 3rd level.

- **Climbing the treant and pulling out the arrow:** DC 15 Strength (Athletics) check to get on the treant, DC 15 Strength (Athletics) to climb up the



treant, DC 15 Strength (Athletics) check to pull out the arrow.

- **Disenchant the arrow:** DC 18 Intelligence (Arcana) check to identify the enchantment, DC 18 Intelligence (Arcana) check to remember the counterspell, DC 18 Intelligence check to overcome Cassylva's skill.
- **Talk the treant down:** DC 18 Charisma (Persuasion) check to get the treant to reveal it is in pain, DC 18 Charisma (Insight) check to recognize the treant has been ensorcelled, DC 18 Charisma (Persuasion) check to convince the treant to remove the arrow on its own.

The checks above are meant to be mixed and matched to allow the entire party to try to contribute to stopping the treant's rampage. If one adventurer climbs up the treant, another identifies the enchantment on the arrow and a third convinces the treant to remove it, their combined actions should be enough to stop the treant's attack. The point is to give the adventurers an alternate way to end the encounter beyond matching force with force.

If the arrow is removed before the treant is reduced to 0 hit points, it stops its attack and apologizes for any harm done. It also assists in putting down or scaring away any other creatures it may have riled up. The last thing it remembers before being hit by the enchanted arrow is seeing a drow woman stalking a deer in the forest and being impressed by how little of a trail she left in her wake. This was Cassylva and she revealed herself on purpose to allow one of the gnoll hunters to take the shot with the enchanted arrow.

A successful DC 16 Intelligence (Arcana) check reveals the arrow was created using drow magic. Drow characters recognize the enchantment style automatically.

Suspicious Minds

After the first trap encounter, some groups might become paranoid that Silas is out to kill them. Being paranoid and cautious is fine, but slowing down to a pace that stops the story is not. This is why the encounters are structured the way they are. Give the players a little bit of time to discuss the possibility of an ambush, and then hit them with the rampaging treant. If all else fails, accelerate the endgame, and have Cassylva make her move. The drow is watching the party from a safe distance. She is studying how they handle her traps to get a sense of their capabilities, and she fully intends to strike when the time is right.

ENCOUNTER PLACEMENT

The default assumption is this encounter is used second, but it can be used in whatever order the DM prefers. It can also be omitted entirely if time is running out.

If this encounter occurs before Cassylva's ambush, she directs the adventurers to the log where she claims she is holding Silas' men. Before she dies, she tells the party about the trap and lies about a poison she supposedly administered to drug the loggers, hoping they will get themselves killed trying to rescue the make-believe captives. If captured, Cassylva leads them to the trap with the hopes that she can escape in the confusion once it is triggered. She triggers the trap on purpose if she has to.

Adjusting the Encounter

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

- **Very weak party:** Remove one **shambling mound** and do not use the **treant's animate trees** action.
- **Weak party:** Remove one **shambling mound**.
- **Strong party:** Add one **shambling mound**.
- **Very strong party:** Add one **shambling mound** with 170 hp.

AN OLD FASHIONED AMBUSH

This encounter plays out in a few different ways.

- If the adventurers have all been reduced to half or less hit points by an encounter and press on, Cassylva attacks.
- If the adventurers decide to take a long rest to recover hit points and spells, Cassylva attacks during second watch.
- If the adventurers survive both previous encounters, she waits for the right moment to strike.

Cassylva, House Nanther Assassin (C), and six **gnoll hunters (G)** make their move on the adventurers with Cassylva on the ground and the gnoll hunters 20 feet above in the trees.

The rains have let up for a few minutes, and an uneasy stillness settles over the woods. The leaves above you rustle, and it takes a bit too long to realize why. Moments later, a drow woman drops into your midst holding an icy blue shortsword.

"I hear you've been sent after the loggers," she says with a wicked grin, as she raises her sword to attack. "Let me take you to them."

TACTICS

Gnoll extra ability. When Cassylva's gnoll allies hit with a longbow attack, she gains advantage on the next melee attack she makes against their target.

The gnoll hunters are scattered in sniper positions in the trees above the ambush site. They have half cover and spend their early actions firing longbows

at adventurers to do damage and give Cassylva opportunities to use her sneak attack. The gnoll hunters try to slow down as many opponents as possible to give Cassylva an advantage. When the gnolls are reduced to half their hit points, they climb from their trees and move to melee range to help their leader. Any attack that would inflict the prone condition on a gnoll causes it to fall out of the tree, land prone, and take 7 (2d6) bludgeoning damage.

Cassylva's priority targets are anyone hit by a gnoll hunter's longbow so she can use sneak attack. If there are multiple targets, she chooses whichever is closest or weakest at the DM's discretion. On the first turn after Cassylva is reduced to half her hit points, she casts *ice storm* to affect as many adventurers as possible.

TREASURE

The gnoll hunters have 400 gp in coins and gems split among them. The gems represent Cassylva's payment, while the gold was scavenged off the dead loggers. Cassylva carries a *potion of vitality* and 1,200 gp in coins and spell components in her belt pouch. She also wields icicle, a *shortsword +1* with its blade encased in a permanent sheath of razor-sharp ice (see **Rewards** for additional details).

Special. Tucked in the pocket of Cassylva's vest is an envelope containing an encoded letter that she intends to deliver once her business in the forest is complete (see **Part 3: The Nanther Cipher** for additional details).

ENCOUNTER PLACEMENT

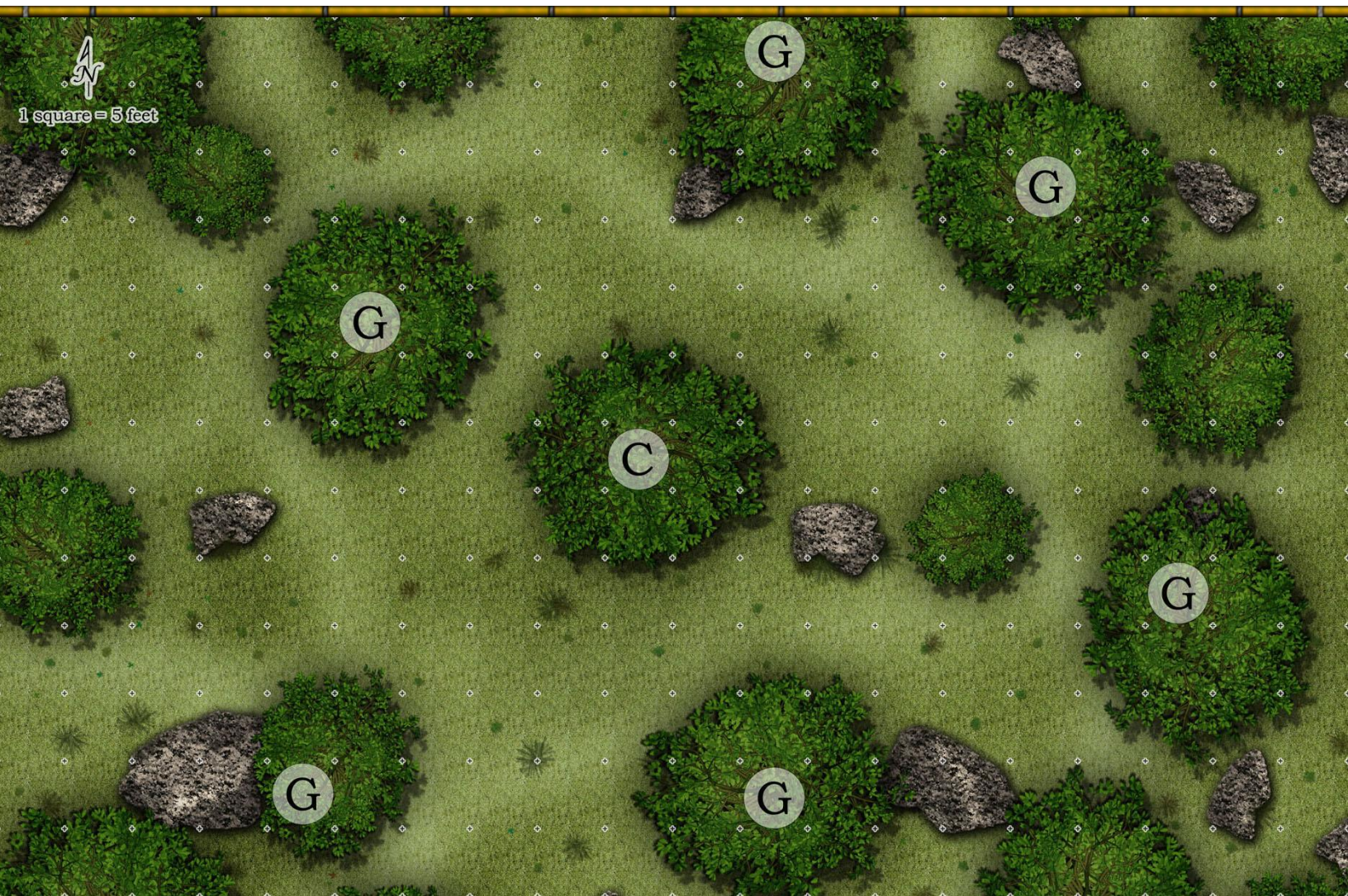
The default assumption is this encounter is played last, but it can be used in whatever order the DM prefers. However, it is vital that it occurs to allow the adventurers to find the letter for part 3.

If this encounter is used first, and the party takes Cassylva alive, she does her best to lead them to the other encounters and spring their traps. Spice up the remaining encounters by adding four gnoll hunters to each, as they try to free the drow assassin.

Adjusting the Encounter

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

- **Very weak party:** Remove four gnoll hunters.
- **Weak party:** Remove two gnoll hunters.
- **Strong party:** Add two gnoll hunters.
- **Very strong party:** Add an assassin.



PART 3: THE NANTHER CIPHER

Expected Duration: 30 minutes

Cassylva and her gnolls have been vanquished, but they day is not over for the adventurers. They find a letter in her vest that connects her to both House Nanther and Silas Nash, but she won't (or can't if the party killed her) decode it.

Rummaging through the dead and the captured, you find six fresh necklaces of ears worn by the gnolls, certain proof that the loggers are dead. You also find a sealed letter as part of Cassylva's belongings. When opened, it reveals a jumble of letters, which you immediately recognize as a code. The message must be important if someone went through the trouble of hiding it.

FOR YOUR EYES ONLY

In addition to the treasure claimed from Cassylva and the gnolls upon their defeat, the drow agent has another valuable item for the party. An envelope sealed with a sigil contains a letter confirming Cassylva was called in to deal with the characters. It also implicates Silas Nash as their agent in the logging camp. Unfortunately, the letter is encoded, and the players have to take some time to crack it. A successful DC 12 Intelligence (History) check identifies the sigil as belonging to House Nanther, a rival merchant house to the Golden Paragon Trading Company that operates out of Melvaunt. If Cassylva is alive, a successful DC 15 Charisma (Intimidation) check reveals the same information.

The code is a simple substitution cipher where letters are substituted for others. The cipher's key is provided below, but House Nanther has taken a few extra steps to obscure its message from onlookers. No spaces have been provided between the words, as they can make picking out common words easier. Also, even though the message is three lines long, there are six lines of letters. The second, fourth, and sixth lines of the message are the communication. The first, third, and fifth lines are a jumble of letters that make no sense. Once decoded, the letter reads:

INTERLOPERS DEALT WITH
NASH PAID FOR LOGGERS
MY USUAL FEE FOR OTHERS

Below is the key to decode the letter.

A=B	D=H	H=Q	L=Y	P=Z	T=M	X=F
B=O	E=G	I=V	M=U	Q=A	U=S	Y=P
C=I	F=K	J=T	N=R	R=J	V=L	Z=C
G=N	K=W	O=X	S=E	W=D		

GETTING HINTS

The characters are not completely without help. They can take actions to get hints on how to solve the cipher. Choosing which hints to give depends on how much time is remaining in the game session and how good the players are at solving puzzles. If the game is near the end of the slot, or your players do not seem interested in puzzle solving, offer the biggest hints first. If you have a little time left or have players that love puzzles, keep the hints light.

- A DC 15 Intelligence (Investigation) check while looking at the cipher. Each character can make this check once.
- A DC 15 Charisma (Persuasion) check against Cassylva if she survived the encounter. This check can be attempted once, but a success gets Cassylva to divulge two hints.
- A DC 14 (Intimidation) check to intimidate any of Cassylva's remaining gnolls. Each surviving gnoll can be intimidated once to provide one hint.
- A spell that could prove useful in decoding something, like *comprehend languages* or instilling *fear* in one of the assassins. The level of the spell determines how many hints the character receives.

AVAILABLE HINTS

- Eliminate one of the meaningless lines. Remove these lines in order to get players focused.
- One of the words is decoded. The bigger the word, the bigger the clue.
- Reveal a letter substitution. This is the slowest way to reveal the code, since unless the players know about the lines that hide the meaning, they will attribute the code to those lines as well.

A Puzzling Failure

The cipher is designed to be an enjoyable diversion from the normal combat and exploration pillars of the game, but some groups simply do not enjoy puzzles. If you are short on time, or if the players appear to be getting unduly frustrated, allow them to search Cassylva (or her corpse) for the key. Let the character with the highest Intelligence (Investigation) find the key written on a scrap of parchment in her boot.

CONCLUSION

Expected Duration: 15 minutes

The adventurers now have evidence that Silas Nash is working at cross-purposes to the Golden Paragon Trading Company. They can depart to tell Furjur directly, or they can head back to the camp to confront Silas and get more information.

If they choose to return to the camp, they find Silas is no longer there. Instead, he took the rest of the loggers and headed out into the woods...

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. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Cassylva	3900
Treant	5000
Shambling Mound	1800
Gnoll Hunters	300
Swarm of Bats	50

Non-Combat Awards

Task or accomplishment	XP per Character
Disarmed or avoided triggering the log trap	700
Survived the log trap once it was triggered	350
Decoded the Nanther Cipher	700
Removed the magic arrow from the treant before killing it	700

The **minimum** total award for each character participating in this adventure is **2000 experience points**.

The **maximum** total award for each character participating in this adventure is **3000 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

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

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Leftover effects from the loggers	100
Cassylva's gold and spell components	1200
Gnoll hunter gold and gems	400
Silas Nash/Furjur's reward	100 (per character)

ICICLE (SHORTSWORD +1)

Weapon, uncommon (requires attunement)

You have a +1 bonus to attack and damage rolls made with this shortsword. It is drow in design, and its blade is sheathed in razor-sharp magical ice that is cool to the touch. While the sword is on your person, you gain the ability to speak and understand Undercommon. In addition, the weapon is instantly recognizable to members of House Nanther.

POTION OF VITALITY

Potion, very rare

When you drink this potion, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend. The potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's log sheet contains a column to record permanent magic items for ease of reference.

- If the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

RENOWN

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

DOWNTIME

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

DM REWARDS

You receive **750 XP**, **375 gp**, and **five downtime days** for running this adventure.

APPENDIX: MONSTER/NPC STATISTICS

CASSYLVA, HOUSE NANTHER ASSASSIN

Medium humanoid (drow), neutral evil

Armor Class 15 (studded leather)

Hit Points 64 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	10 (+2)	11 (+0)	14 (+2)

Skills Acrobatics +7, Deception +4, Stealth +11, Survival +2

Damage resistance poison

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Gnoll, Thieves Cant

Challenge 8 (3,900 XP)

Spellcaster. Cassylva casts spells as a 7th-level sorcerer. Her spellcasting ability is Charisma. (DC 13, +5 spell attack). She knows the following spells

1st-level (4 slots): *sleep*, *magic missile*

2nd-level (3 slots): *cloud of daggers*, *misty step*, *invisibility*

3rd-level (3 slots): *blink*, *fear*

4th-level (1 slot): *ice storm*

Evasion: When targeted by an effect that does half damage on a successful Dexterity saving throw, Cassylva instead takes half damage on an unsuccessful save and no damage on a successful save.

Sneak Attack (1/turn): Cassylva does an additional 13 (4d6) points of damage when she hits a target with a weapon attack while having advantage in the attack roll, or when the target is within 5 feet of an ally that is not incapacitated and she does not have disadvantage on the roll.

ACTIONS

Multiattack. Cassylva makes two shortsword attacks.

Shortsword +1. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft, Hit: 7 (1d6 +4) Piercing damage.

GNOLL HUNTERS

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Gnoll

Challenge 1/2 (300 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can make a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes two melee attacks with its spear or two ranged attacks with its longbow.

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage in melee or 6 (1d8 + 3) piercing damage when used in melee with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and target's speed is reduced by 10 feet until the end of its next turn.



SHAMBLING MOUND

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20ft..

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities lighting

Condition Immunities blinded, deafened, exhaustion

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

Languages —

Challenge 5 (1800 XP)

Lightning absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the damage dealt.

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14) and the shambling mound uses its Engulf on it.

Slam. *Melee weapon Attack:* +7 to hit, reach 5 ft. one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

TREANT

Huge plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

False Appearance. When the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant does double damage to objects and structures.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/90 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/day). The treant magically animates one or two trees it can see within 60 feet of it. The trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak and they only have the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree takes root if possible.

D&D
ADVENTURERS
LEAGUE



DM REFERENCE:
THE NANTHER CIPHER

WKUEXEYEUGYJUZBBDHUU

INTERLOPERSDEALTWITH

EEUHYKZKVKUKYHDDA

NASHPAIDFORLOGGERS

UUVYZDYAGIUEYEZEEZZZEEW

MYUSUALFEEFOROTHERS

KEY

A=B	J=T	S=E
B=O	K=W	T=M
C=I	L=Y	U=S
D=H	M=U	V=L
E=G	N=R	W=D
F=K	O=X	X=F
G=N	P=Z	Y=P
H=Q	Q=A	Z=C
I=V	R=J	



PLAYER HANDOUT:
THE NANTHER CIPHER

KFMSOSLSMELRMPAAWDMM

CGJSNVBYSNUWSQVJKCJD

SSMDLFPFIFMFLDWWQ

GQUDYQCWXBNVBEESNU

MMILPWLQECMSLSPSSPPSSK

TLMUMQVXSSXBNBJDSNU

