



THAT WHICH LIES BURIED

You've descended further into the earth, deep under the Gulthias tree, past the both the Elven cities of light and dark, and now the perpetual darkness of an immense pit faces you. What waits for you at the bottom? Is it the evil force that has corrupted the tree above? Do you dare disturb what has been buried so deep?

A 2-hour adventure for 5th-10th level characters

GARY CON

THOMAS VALLEY
Adventure Designer

Adventure Code: CCC-GARY-08

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick, Lysa Chen

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Introduction

Welcome to *That Which Lies Buried*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Gary Con* storyline. This module is the 2nd in a trilogy of modules that debuted at Gary Con X. It follows a prior tier 1 trilogy in content and plotline. It is not necessary to play the first trilogy or the prior module, but it will assist greatly in the continuity.

The town of Aetherglen was founded hundreds of years ago as merchants found the crossroads, and the surrounding forest, to be an excellent defensible location to stop on their travels and make some easy money. It's never been claimed by a nation or has allied itself with any organization, and the town leads itself through a self-elected mayor.

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 7**. 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 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. Familiar yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your player's characters to the action.

Adventure Background

The town of Aetherglen was founded hundreds of years ago as merchants found the crossroads, and the surrounding forest, to be an excellent defensible location to stop on their travels and make some easy money. It's never been claimed by a nation or has allied itself with any organization, and the town leads itself through a self-elected mayor. The mayor's role has been solely to present a face to the outside world, very rarely taking an active part in governing the people of the village. A common destination for refugees from surrounding wars, Aetherglen has grown somewhat over the years, but has never amassed more than a few hundred families.

Buildings in town are primarily one or two stories, with a combination of wood and stone building materials. Only the central Inn has three stories. The Innkeeper, Liam, is the current mayor.

Currently, the town holds tacit trade agreements with Phlan and most of the Moonsea city-states on this side of the water. Our story takes place sometime after the Mists receded from the Quivering Forest and the Glumpen Swamp, and Phlan regained its independence and self-rule.

After arriving in town, the characters discovered that branches of the surrounding trees are exploding out of the ground in the village and taking the lives of villagers by turning them into parts of the tree. While investigating the problem, the party found the village's graveyards covered in recently unearthed undead. An ancient druid by the name of Bonewits pointed them toward the oldest and largest Gulthias trees in the forest as the potential source for this evil.

Travelling deep into the forest, the players encountered the surviving dregs of an Elven tribe that once made their home underneath the roots of the great heart Gulthias Tree of the forest. Battling their way through herds of undead and ancient guardians, the players found themselves in ground that hasn't been trod for centuries: The dusty remains of an ancient underground Elvish city.

Fighting their way to the apex of the city, the players entered an ancient temple devoted to worship of the Gulthias tree. The temple had long since been desecrated by the presence and destruction wrought by huge blackened root systems emerging from below. After conquering the horrors within, the party was presented with an opportunity

to discover the root of this evil, and to descend below the city.

Underneath the elven city, constructed as if a mirror had bisected the tree that housed them both grows a black wood city of the Drow. Climbing over walkways and rope bridges from building to building, the party made their way to another temple, mirroring the temple above. A demonic Drow challenged them in temple, seemingly a part of the invasion of evil roots that have taken over everything. Fighting their way through, the party found a zig zag of a staircase cut into the side of the massive pit underneath the city.

Adventure Overview

The adventure is broken down into 4 parts:

Part 1. The party begins travelling down an immense stairway.

Part 2. Contrary to expectations (hah), the party finds their travel interrupted by various beasts.

Part 3. At the bottom of the pit, the party finds another temple, a mirror of the temples they've encountered to date. This one seems the true temple, however, and they must fight their way within.

Part 4. A destroyed altar is the last gateway before entrance into the deeper temple. The guardians of the Witch Maiden protect a cursed sword embedded in the altar.

Adventure Hooks

Continuing Storyline. The characters may have met and are continuing their adventure after playing through CCC-GARY-06.

Wandering Strangers. Aetherglen is a crossroads between neighboring nations and regions and is a natural wayside for wandering adventurers and merchants. As characters of means and power, they are roped into the events of the module.

Genealogical Research. Characters may have been hired emissaries from large families or may be members of families seeking long lost relatives. As Aetherglen was the destination for refugees from a variety of wars through the eons, it has long since been a melting pot for otherwise remote nations.

Emerald Enclave (Faction Assignment). The Druids of the Emerald Enclave have sensed a disturbance in the ancient grove of Gulthias trees. As an emissary for the faction, you are to document anything that presents itself as a part of the disturbance, and deal with whatever you're capable.

Part 1: Starting Down

(Duration: 10 minutes)

A dark and massive pyramid has been your temporary resting place as you contemplate the best way to continue your journey. Behind you is the dead and deserted Mirror City of the Drow, while before you is an elaborate double staircase that descends out of the pyramid and connects to a rough and crude set of wide steps carved out of the pit below the city, leading into the darkness below.

The steps appear to have collected moisture over the years, and a fine layer of lichen and moss line the edges of the stairs. Because of the phosphorescent nature of this fungus, you can track the stair for what looks to be a thousand feet as it descends, switching back and forth the whole way. Even with the glowing moss, you lose sight of it as it blends into the blackness of the void.

General Features

Terrain. The air of the pit is open and echoing. The stairs are cut into the wall and appear to have been constructed in pre-history. Dwarves with Stonelore will be able to tell that the stairs have been fashioned with magic out of the stone, rather than carved.

Light. Moss and lichen provide dim light in a 30' radius from their periodic placement down the length of the stairs, but the rest of the pit is unfathomable darkness.

Sound. A near-constant quiet creaking of wood-on-wood can be heard in the distance. Accompanying this is the sound of dripping water.

Scent. The mustiness of rot and dust permeates everything.

If this adventure is being played immediately after playing CCC-GARY-07, allow for the party to have taken a long rest.

Features of the staircase:

- The stairs are 5 feet wide, cut into the stone wall, and have no railing.
- Every 10 minutes of travel, the party will come to a landing where the stairs switch back on themselves. The landing is big enough to accommodate most of the party laying prone, so depending on the size of the party, they could take a long rest at any of these landings.
- Characters begin their descent at an indeterminate massive elevation above the floor of the pit. Anyone falling without the benefit of feather fall or some way to arrest their descent will certainly die. It will take them 2 days of hard travel to make it to the floor of the pit.
- The temperature difference between the base of the pit and the top of the pit is enough to create a weather system in the middle of the pit. The system exhibits itself as a fine cloudy mist that

permeates everything. It can reduce visibility and impact the encounters (making the stairs slick, etc.) below, at the DM's discretion.

Falling

The potential for falling always exists on the staircase. Wise parties will lash themselves together before venturing out into the darkness. Considerations for falling:

- Any player who falls irretrievably into the void beneath the city is falling to his or her death.
- Conditions on the stairs (moisture, lichen, etc.) may cause the stairs to be slick. However, as a basis for any falling check, begin with a DC10 Athletics (Strength) or DC10 Acrobatics (Dexterity) check (whichever is better for the character making the check) and then adjusting the check's difficulty from there based on overall conditions.
- Any player lashed on to other party members gets an advantage on the save to stop themselves from falling.
- If the party members that are lashed to the falling player have a combined Strength less than 20, they must also make a DC10 Athletics (Strength) check to keep from falling themselves. Anyone currently falling cannot be factored into the total Strength to be used to brace the falling character. Notice the potential domino-effect, here.
- If a character has a Dexterity score less than 10, then, at the DM's discretion, they must periodically make a Dexterity save (the DC determined by the DM) to avoid falling due to the complexity of navigating the methods of travel through the city.
- Anyone taking half of his or her maximum HP in a single blow must succeed on a DC15 Dexterity save or begin falling.

Part 2: Forever Stairs

(Duration: 25-45 minutes)

Note that, as the DM, you can run one, any, or all these encounters, depending on time availability. However, there's a nice continuity to running them all in order of appearance, if you are so inclined.

Webs will Find a Way

As you come around the corner of the latest landing, the stairs down from here are completely blocked by webbing. You can discern dark shapes in the webbing that look like corpses. The webbing looks dried and old, however. There looks to be no other way down the stairs than through the webbing.

The party is, of course, free to step out over the edge and the void and try to get around the clogged staircase using ropes and climbing equipment, provided they have them. The wall of the pit outside the staircase is smooth but is amenable to a piton pounded into it. Use a judicious combination of Athletics and Acrobatics checks to allow the party to bypass the webbing.

Positioned above them, on the wall, are a mated pair of ancient **giant spiders**. They're old, move at half the normal movement rate of a regular giant spider, but are twice the size. They will not attack the party directly, preferring to wait until the party has made some attempt to go around the blockage and then shooting members of the party with webs. They will make every attempt to avoid melee, as while age and a healthy diet has increased their size, it has reduced their overall hit points. While they wait for the party to advance out onto the wall, they attempt to disguise themselves as bundles of webbing attached to the sides of the pit. A DC15 Perception (Wisdom) check will be required to discern them as something other than their disguise.

Parties that instead attempt to burn through the webbing will find that the smoke billows directly up from the webbing onto the ledge and up through the staircase. Anyone caught in the smoke will need to make a DC12 Constitution save or gain a level of exhaustion while just trying to breathe. Anyone taking the precaution of covering their mouths and noses prior to setting fire to the webbing gains advantage on that saving throw. The webbing will take 3 rounds to burn through and clear the path. The spiders on the wall will not interfere with the party while the fire rages but will enter the stairway further above the party and attempt to sneak up on the party from behind.

The spiders react poorly with fire and will retreat to a safe location (and not return) if they fail a DC14 Intelligence check if any of the party members threatens the spiders with fire or fire damage.

Even if the corpses have been damaged by fire, loose gems and coins can be found that will total 500gp.

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party:** 26HP (as normal Giant Spiders)
- **Weak Party:** 46HP
- **Strong Party:** 76HP
- **Very Strong Party:** 96HP

They're in my Hair!

The sound of creaking and clacking fills the air. It's as if a million hollow bone chimes encountered a gust of wind.

The party has encountered a bat colony. However, when the colony originally developed, there was ample food for it to thrive. Sometime in the distant past, the circumstances changed, and the colony died out. The corruption of the tree has found a bounty in the mass of corpses, though, and the result is a bundle of **2 Undead Bat Swarms**. Lead by **4 Undead Giant Bats**, they will attack the party out of habit, emerging from the darkness of the void and making direct attacks on the party as they traverse the stairs.

Their aggression is based on territorial habits they maintained when they were alive. If the party retreats up one level of stairs, they'll find that the bats pull off from the attack and retreat to their positions below.

The bat nesting area is a mess of layers of caked and dried guano on all surfaces of the stairs. While traversing it, treat it as difficult terrain, and any attempts to avoid falling off the stairs here should be at a basis of DC15 (rather than the DC10 described in "Falling", above).

Anyone searching the dried guano will discover loose gems and coins totaling 400gp.

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party:** 1 Swarm, 1 Bat
- **Weak Party:** 2 Swarms, 2 Bats
- **Strong Party:** 4 Swarms, 5 Bats
- **Very Strong Party:** 6 Swarms, 6 Bats

Hazard

The base of the stairs is lost in a huge pile of what appears to be discarded beams of wood. Pulled and twisted, these beams of wood lay in a generally disorganized pile but are arranged in such a fashion that it's possible to make out that they were once part of a complex structure of small buildings. The stairs continue down, but with the gentle slope of the wood, you have the option of departing from the stairs and walking out over the pile.

If the party continues to travel down the stairs, they'll be shrouded in darkness rich enough that the lichen and moss can't penetrate it. When they come to the base of the stairs, they won't be able to get very far, as the collapsed wooden structures effectively barricade their way out. However, from this vantage point, they can see that the walls of the pit have become a combination of stone and wood, where the exposed wood looks blackened and sinewy. The wooden beams that were once attached to the wall in this position have blackened ends that have been cut clean from the wall and resemble the marks left by doctors during cauterization of a limb.

All the wood, at this level, is dry and brittle enough that it's highly flammable. Additionally, a small spider colony has inhabited the gaps between the beams, making the dry air musty and filled with floating webbing. The small spiders aren't a threat to the characters. If the characters set fire to the webbing, the wood will easily catch and set the entire pile on fire eventually. If the characters are at the bottom of the stairs, they'll still have an avenue of escape out and up on the stairs, but they'll need to make their way across the pile quickly before it's engulfed in flames.

Characters at the bottom of the stairs when the fire begins need to make a DC10 Constitution save or suffer a level of exhaustion. Characters with cloth masks or wraps make this (and any other smoke-related save) with advantage. After 3 rounds of exposure to the smoke, the save attempt must be repeated, but the DC has climbed to 15. After 10 rounds of exposure to the smoke, the save attempt must be repeated, but this time at a DC20. Every 5 rounds of exposure after that requires another save

attempt at DC20. Each failure applies a level of exhaustion.

It takes 3 rounds to climb the stairs out of the conflagration until clean air can be breathed once again.

Crossing the wood pile requires a DC10 Dexterity save (the save is a requirement if a character expends movement speed on the pile in each round), as the pile is not stable. Anyone failing that save takes 1d6 bludgeoning damage, and a leg has become caught between two beams. A failure on that save destabilizes the pile further, and anyone else on the pile within 10 feet of that character must make an additional DC10 Dexterity save. Any character already stuck in the beams makes this save attempt at a disadvantage.

Unless otherwise stated, most humanoids have only 2 legs. A person with both legs trapped doesn't need to make additional Dexterity saves that round. A character without legs is not susceptible to this mechanic. *The author of this module was conflicted on the need to write this paragraph.*

A player with one or more legs trapped is immobile. At the beginning of their round, they may make a DC10 Athletics (Strength) check to dislodge their leg. If they're receiving assistance (pulling) from another character, they make this check with advantage. The character assisting must not also be stuck at the time they are assisting their comrade.

It takes 3 rounds to move from the stairwell to stable ground beyond the pile.

If the pile is on fire, it will take 3 rounds until the fire reaches the surface from the time the fire begins. Anyone stuck in the pile will take 1d4 fire damage that first round that the fire reaches the top of the pile. Over time, the fire will get more intense. For every round after that first round that the fire reaches the surface, any character lodged in the pile will take an additional 1d4 damage up to a maximum of 6d4 damage per round. So, in the first round it's 1d4, the second it will be 2d4, and so forth.

Part 3: The Final Temple

(Duration: 30 minutes)

As you make your way onto solid ground at the base of the pit, you find yourself at the foot of a massive pyramid, the mirror image of the pyramid you left behind at the top of the stair. Sometime in the distant past, massive tree roots exploded from the floor around the base of the pyramid and punctured it various places as if trying to get to something inside. The resulting damage to the building allowed it to crumble in certain sections and were it not for the massive roots holding it up, it should have collapsed years ago.

Constructed of a weird alloy of wood and stone, the steps of the pyramid break on your side of the building to form enough of a wedge to display a 20' tall set of stone doors. The doors are decorated with a decorative series of roots displayed in a spiral. The spiral encompasses most of the double doors, and there appears to be no other direct way into the pyramid.

The guardians of the pyramid are 2 **Earth elementals**. The elementals will remain hidden in the surface and will not bother the party unless the party attempts to get inside the pyramid via some other method than the double doors.

The roots' entry to the pyramid isn't a valid form of entry, as centuries of rubble have occluded their original passage. Clearing the rubble will take more than a few hours, and this would qualify as seeking entry into the pyramid in some other manner than the double doors. The elementals will be drawn to attack the party if any of the large pieces of rubble are moved aside.

Close examination of the rooted spiral (a successful DC12 Investigation check) reveals that each whirl of the spiral is tied to its inner whirl with another piece of root. Those "cross knots" pinch the spiral at periodical points around its circular path. This investigation also reveals that the spiral is embedded, in the center, in the joint of the doors, blocking them from opening, but allowing the spiral to spin. However, the "cross knots" are enough of a barrier that the spiral cannot move without them being removed.

Each of the cross knots displays a runic symbol. A spell of the proper nature cast upon the knot will cause it to become loose enough to remove from the spiral. The knots, and their corresponding spell damage types, are marked as follows:

- Two jagged lines: lightning / electrical
- Two curved lines shaped sort of like a pear: fire
- Two curved horizontal lines: water
- And arrow pointing at a vertical line: force
- A very rough image of a skull: necrotic

Additionally, the knots can be manhandled with a DC25 Athletics (Strength) check. Another player can assist the person attempting this feat to give them advantage on the roll. Attempting to bypass the spiral by this method will wake the Earth Elementals.

Once the knots are pulled from the spiral, it can be turned. As it turns, it gradually diminishes in size, as the roots are drawn slowly back into the door. Once the roots are completely spun back into the doors, the doors can be pushed open.

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party:** 1 Earth Elemental
- **Weak Party:** 1 Earth Elemental
- **Strong Party:** 2 Earth Elementals
- **Very Strong Party:** 3 Earth Elementals

Part 4: The Altar Room

(Duration: 45 minutes)

The doors swing open quietly on unseen hinges. They reveal a room whose size fills the space of the base of the pyramid. Against the far wall of the room stands another set of double doors to mirror the set you just opened.

In the center of the room stands an altar. Seemingly carved from a single piece of heartwood, this altar is elaborately decorated with frescos, bas relief sculpture, and what looks like natural branches and leaves sprouting from the base. The leaf canopy is so great that it grants the illusion that the altar is floating on the leaves.

Punctured through 3 of the 4 walls of this chamber are huge tree roots. The puncture points in the walls has caused sagging in the structure and a great deal of rubble. However, in the center of the room, near the altar, the roots are free of any debris, and give the impression that they were reaching toward the altar.

At the center of the altar, stabbed in the very wood, is a black handled and black bladed longsword. The large tree roots taper to their ends, here, reaching out toward the sword. They end abruptly about a foot away from the sword, as if their tips were burned off in some sort of burst of dark energy.

In each corner of the room, standing on its end, is a white sarcophagus.

The altar has no seams, and the carvings are all nature themed: some of the carvings depict scenes of robed people with auras worshipping symbols of nature, other carvings depict ancient and many-limbed trees.

Stabbed into the altar is a black longsword. It is cursed and can be removed from the altar with a successful DC15 Athletics (Strength) check. An additional character can assist with this check to grant advantage on this roll. The blade is a Sword of Vengeance.

Touching the blade by any means (magical or physical) will open the sarcophagi and begin the encounter.

The tree roots that are reaching for the sword have decayed to the point where many of them have fallen apart in certain spots near the tips of the roots. Revealed inside the roots are skeletons, one per reaching root, embedded in the wood and reaching toward the sword as well – one arm with a missing hand matching up with the burnt off end of each of the roots. Touching the skeletons by any means (magical or physical) will open the sarcophagi and begin the encounter.

The Sarcophagi are standing on their ends in the 4 corners of this 80' by 80' room. They are made of a white marble, and don't resemble any of the original furnishings of the room. They appear to be recent additions. They cannot be opened by normal means, and only a DC20 Athletics (Strength) check or a knock spell can open them by force. Anyone touching a sarcophagus while it is closed without gloves is subject to 1d8 necrotic damage per round they are in contact.

Within each of the sarcophagi is a **Wraith**. They will attack the party when the sarcophagi are opened, with opening actions focusing on summoning **Spectres** until the room is flooded with foes for the party, and they can concentrate life drain on one party member at a time.

The double doors on the opposite side of the room are a painting of double doors. There is no way to open these "doors". However, if all 4 wraiths are killed or otherwise defeated, the artwork will resolve itself as actual doors and will softly open, revealing a large split spiral staircase leading up further into the pyramid.

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party:** 4 Wights
- **Weak Party:** 4 Wraiths
- **Strong Party:** 4 Wood Woads
- **Very Strong Party:** 4 Invisible Stalkers

Epilogue

The sole remaining glow in the altar room is the pulsing ochre light emanating from the blade. The bones of the skeletons embedded in the roots stand in mute witness to your triumphs and losses.

The double doors that appeared in the back of the room open to a spiral staircase leading up and further into the pyramid. Lit sconces with magical fire cause the shadows to dance, and the smell of death wafts down to greet you.

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.

Combat Awards

Name of Foe	XP Per Foe
Giant Spider	300
Swarm of Undead Bats	50
Undead Giant Bat	50
Earth Elemental	1800
Wraith	1800

The **minimum** total award for each character participating in this adventure is 3750 **experience points**.

The **maximum** total award for each character participating in this adventure is 5000 **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
Corpse coins	500
Bat coins	400

SWORD OF VENGEANCE

Cursed longsword. uncommon (requires attunement)

You can find the description for this item on page 206 of the *Dungeon Master's Guide*.

Renown

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

Members of Emerald Enclave that send back information on the undead in the village and the attacks from the trees 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 A: Monsters

Ancient Giant Spider (Giant Spider)

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 56

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (–4)	11 (+0)	4 (–3)

Skills Stealth +7

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

Languages —

Challenge 1 (200 XP)

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

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

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Swarm of Undead Bats

Medium swarm of Tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 – 7)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	11 (+0)	9 (–1)	2 (–4)	10 (+0)	3 (–4)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

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

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

Undead Fortitude. If damage reduces the swarm to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the swarm drops to 1 hit point instead.

Actions

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Undead Giant Bat

Large beast, unaligned

Armor Class 13

Hit Points 42

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (–4)	12 (+1)	6 (–2)

Senses darkvision 60 ft., passive Perception 11

Damage Immunities poison

Condition Immunities poisoned

Languages —

Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Undead Fortitude. If damage reduces the swarm to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the swarm drops to 1 hit point instead.

Actions

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

Earth Elemental

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 142

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult

terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

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

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

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Wight

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

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

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

Wood Woad

Medium plant, lawful neutral

Armor Class 18 (natural armor, shield)

Hit Points 75

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	8 (–1)

Skills Athletics +7, Perception +4, Stealth +4

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan

Challenge 5 (1,800 XP)

Magic Club. In the wood woad's hand, its club is magical and deals 7 (3d4) extra damage (included in its attacks).

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The wood woad regains 10 hit points at the start of its turn if it is in contact with the ground. If the wood woad takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Tree Stride. Once on each of its turns, the wood woad can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Multiattack. The wood woad makes two attacks with its club.

Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (4d4+4) bludgeoning damage.

Invisible Stalker

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Actions

Multiattack. The stalker makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.