

THE MILLWRIGHT OF GOND

A QUIVERING FOREST ADVENTURE



A 2 TO 4-HOUR ADVENTURE FOR TIER 1 CHARACTERS, OPTIMIZED FOR 3RD LEVEL



The Millwright of Gond

A Quivering Forest Adventure

Seburil, a rock gnome priestess of Gond, has ordered her followers to harvest trees in the Quivering Forest. This has caused conflict with Avumat, a verdant lord of the Circle of the Forest.

The adventurers must intercede and negotiate peace between the two factions.

A Two/Four-Hour Adventure for Tier 1 Characters. Optimized for APL 3.

CREDITS

Lead Designer: William Murakami-Brundage

Designers: Iam Pace, William Beers

Editing: William Beers, William Murakami-Brundage,
Iam Pace

D&D Adventurers League Guildmaster: Chris Lindsay

Art Director & Graphic Design: Ma'at Crook, William
Murakami-Brundage

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

D&D Adventurers League Administrators: Alan
Patrick, Travis Woodall, Claire Hoffman, Greg Marks,
Amy Lynn Dzura, LaTia Bryant, Ma'at Crook

Playtesters:

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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 players' characters to the action.

Background

SEBURIL, a rock gnome cleric of Gond, has ordered her followers to fell trees in the **QUIVERING FOREST**, causing conflict with **AVUMAT**, a verdant druid lord of the Circle of the Forest.

The adventurers must intercede and negotiate peace between the two factions. Depending on the outcome, the adventurers may need to deactivate Seburil's berserk **CLAY GOLEM**.

Episodes

The adventure's story is spread over three **story episodes** that take approximately 2 hours to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits, that are introduced anywhere in the adventure.

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Episode 1: Gond's Wonder.** The characters are recruited to help stop Seburil's logging operation. This is the **Call to Action**.
- **Episode 2: Difficult Choices.** The characters meet Seburil and/or Avumat and begin to broker peace between the groups. This is **Story Objective A**.
- **Episode 3: The Truce.** The characters negotiate a truce. Combat between Seburil and Avumat's groups breaks out, forcing swift action. This is **Story Objective B**.

Bonus Objectives

This adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Vigilantes.** Fed up with Avumat's lack of action, a small group of druids/fey have set out to destroy the followers of Gond. One of their numbers had second thoughts and begs the adventures to stop them before it is too late. This bonus objective is found in **Appendix 6**.
- **Bonus Objective B: Cockatrices!** A pair of Avumat's followers have riled up a den of cockatrices to disrupt the logging, and the petrifying birds are heading for the adventurers. This bonus objective is found in **Appendix 7**.

Episode Sequence

Depending on your time constraints, play style, and environment, this adventure takes approximately two-to-four hours to play.

How Will You Play?

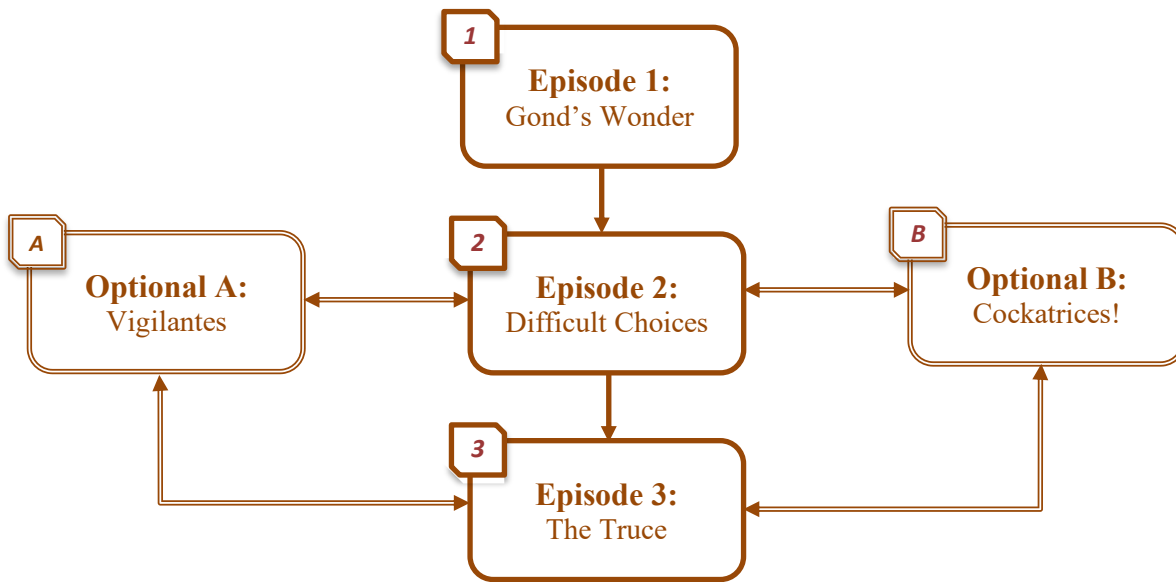
The duration of your session depends on how much of this adventure you use. At the very least, your session will last approximately two **hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

Story Objectives Only. To complete both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by **one- or two-hours** by utilizing the bonus objectives provided in the appendices. These objectives branch off Episode 2 and 3, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.

Episode Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Episode 1: Gond's Wonder (Call to Action)

Estimated Duration: 15 minutes

Scene A. In the Druid's Glade

This adventure begins in a glade not too far from a logging camp on the edge of the Quivering Forest. Seburil and her fellow followers of Gond built the camp two tenday ago and have been felling the trees. Avumat has tasked two of her minions to find people who would be neutral intermediaries and help stop Seburil's operation. The druid knows Seburil won't listen to her or the fey as they have already tried. The gnome simply dismisses their concerns as overinflated or misplaced.

The characters meet the druid in a Quivering Forest glade two hours walk from Phlan.

- **Played KUMORI-03-01.** The adventurers are notified there are problems being caused by Seburil's logging operation.
- **Did not play KUMORI-03-01.** The adventurers meet with Avumat after being recruited in Phlan by two of her fey folk.

Area Information

This area features:

Dimensions & Terrain. The glade is 50 feet in diameter and bisected by a small creek. Wildflowers blanket the area.

Lighting. The illumination is bright daylight.

Creatures/NPCs

Avumat is seated on a blanket and rises to greet the party as they enter the glade.

Objectives/Goals. Avumat is desperate to stop Seburil from cutting down more trees in the Quivering Forest. However, she doesn't want blood on her hands. In the past, her strength of will and ability to negotiate have served her well. She has thus far been unable to convince Seburil to even slow down, let alone cease the logging operation.

What Does She Know? Avumat relates the following information:

- Seburil is a rock gnome priestess of Gond, who set up a logging camp in the forest two tenday ago.
- Meetings between Seburil and Avumat have not gone well. Seburil is terse, stubborn, and doesn't grasp any subtleties of fey politics.
- Avumat initially magically charm Seburil, but once the spell wore off, the gnome seems now twice as stubborn.
- Avumat is facing intense pressure from her peers on the fey council to evict Seburil. Avumat wants to comply but is afraid that using force, especially if someone dies, will cause her to lose clout within the council.
- Avumat says that she will meet Seburil at a place of her choosing, but to "use that bit as a point to concede on," gaining some favor with Seburil.

Call to Action

The objective of this adventure is to broker a deal between Avumat and Seburil that includes a cessation of logging activities.

Treasure and Rewards

Avumat gives the adventurers two *potions of healing* as a sign of good faith. She whispers under her breath that she hopes these vials aren't needed.

Seburil's Logging Operation and the Fey

Seburil refuses to acknowledge Avumat's valid opposition to the logging operation, and the druid is determined to stop the logging at all costs. If unchecked, conflict erupts between the two groups, destroying them both.

Episode 2: Difficult Choices (Story Objective A)

Estimated Duration: 60 minutes

Setting Description

In this episode, the characters meet Seburil and stop a battle between the followers of Gond and Avumat's forces.

Prerequisites

This episode occurs after the characters receive the Call to Action from Avumat in **Episode 1**.

Story Objective A

- **Story Objective A** is to meet Seburil and convince her to meet with Avumat.

Area Information

This area features:

Dimensions & Terrain. Seburil's **clay golem** has cleared large swathes of the Quivering Forest, stacking tree like firewood.

The logging camp is in the middle of a freshly logged section of the Quivering Forest, roughly a 200-foot diameter circle. The clearing is studded with knee-high stumps, and in the center is a large tent, with its flaps tied open.

Lighting. The depths of the forest are dimly lit. In places where the forest canopy is broken or gone, daylight streams in, providing patches of bright light. The clearing of the logging camp is brightly lit.

Convincing Seburil

Seburil's focus on extracting natural resources has effectively blinded her to the damage her operations are causing. If Seburil can be shown that the cost of harvest is too high, she can be convinced to stop logging the rare trees.

Alternately/additionally, Seburil would be open to a deal whereby she can harvest those trees that have naturally died/fallen down.

Scene A. The Forest Destruction

When the characters arrive, Seburil is sitting in her tent, writing up a manifest for the next shipment of logs out of the forest.

Creatures/NPCs

Seburil will ignore the characters initially, only acknowledging their presence after being hailed at least three times.

Objectives/Goals. Seburil is an advocate of technological advancement. If that comes at the cost of the natural world, so be it. She sees the forest as raw materials, there for the using.

What Does She Know? Seburil reveals the following information during the conversation with the characters:

- Having a source of rare wood so close to Phlan is great.
- The fey people have been annoying her since her arrival, trying to get her to leave.
- Their leader, Avumat, tried magic, "but it didn't work!"
- Seburil is a little afraid to meet with Avumat, though she won't tell the adventures this. She will instead insist on being "too busy to go meet with any forest folk!"

Playing the Pillars

COMBAT

Combat here is unlikely. Seburil will surrender if injured; "Gond won't stand for this. Just wait until I get back to Phlan!"

EXPLORATION

Remains of many burn piles dot the clearing. Large tracks crisscross the area. Dragged trees have carved gouges in the ground.

SOCIAL

Persuading Seburil to meet with Avumat will be challenging, but it is the best path for success.

Scene B. Seburil's Golem Logger

At one edge of the clearing, a **clay golem** is busy chopping down trees. Once it cuts down a tree, it strips its branches and stacks the timber with others in a neat pile. The rest is added to a massive pile of branches, destined to be burned.

A fire smolders in the golem's torso, and a faint haze of grey smoke surrounds it. Across the golem's forehead are words written in Celestial. The largest of these read "Stop" and "Go", the others are too small to read unless face to face with the golem. At this point, the golem will only obey commands from Seburil.

Creatures/NPCs

The golem goes about its work in silence.

Objectives/Goals. The golem will not interact with the characters at this point. If they try to bar its path, it will first attempt to work around them. If that doesn't work, or if it is attacked, it will retreat to the tent in the center of the clearing. If reduced to fewer than half its hit points, it will flee into the forest and hide. Only Seburil can compel it to return. In no case will it attack the adventurers, instead taking the Dodge or Dash action.

What Does It Know? Regardless of what it might know, the creature can't communicate with the adventurers.

Scene C. Golem Workshop

In one section of Seburil's tent is the workshop where she creates and repairs her golems.

In this area are a number of workbenches, crates, barrels, and a Large-sized table. The table is encircled by a raised platform, 2-feet high and 2-feet deep, allowing a Small creature to work more easily.

The barrels, five each, contain saltwater and freshwater. The crates are empty, but even a cursory examination reveals that empty crates were once packed with clay, and a dozen more unopened crates are labeled "River Clay" in Common. The workbenches are covered with mason's tools.

Scene D. Destruction

Area Information

This area features:

Dimensions & Terrain. The logging camp is in the middle of a freshly logged section of the Quivering Forest, roughly a circle, 200 feet in diameter. The clearing is studded with knee-high stumps, and in the center is a large tent with its flaps tied open.

Lighting. The depths of the forest are dimly lit. In places where the forest canopy is broken or gone, daylight streams in, providing patches of bright light. The clearing of the logging camp is brightly lit.

Creatures/NPCs

There are a handful of loggers here, trimming up a large batch of enchanted weirwood trees. The magically imbued trees glimmer with a faint, fading light.

Objectives/Goals. The loggers are busy cutting branches off and stacking the valuable wood for shipping.

Bonus Objective B. If playing with **Bonus Objective B**, see the cockatrice encounter in **Appendix 7**.

What Do They Know? The loggers know the wood they're harvesting is worth a fortune, and they've been promised a sizable payment once this shipment is done. They describe Seburil as bookish and stern but not mean-spirited. The gnome pays on time, and injured loggers receive prompt healing.

Episode 3: The Truce (Story Objective B)

Estimated Duration: 45 minutes

Scene A. Signing the Treaty (Seburil's Compound)

In this episode, the characters assist with a peace accord between the two combating parties. At the same time, a berserk clay golem must be defeated via unorthodox means.

Prerequisites

Achieving Story Objective B requires a peaceful meeting between Avumat and Seburil. If the adventurers killed either leader in Episode 2, there is no Episode 3. The adventure is a failure, and none of the Objectives can be completed.

Episode can occur a tenday or more after Episode 2.

Story Objective B

The Story Objective is to have Seburil and Avumat agree to a truce. There is an optional combat with Seburil's berserk clay golem, but this battle isn't the objective.

Area Information

This area features:

Dimensions & Terrain. Treaty negotiations occur at Seburil's compound, **Appendix 4**.

Lighting. The meeting space is brightly lit by the sun during the day, or by torches if the meeting occurs at night.

Creatures/NPCs

In the treaty chamber are representatives of the two groups: Seburil (LN rock gnome **priest**) and two **acolytes**, and Avumat (CG human **druid**) and Avumat's consort, a **satyr** named Sproutwine.

Seburil's **clay golem** is also present, standing motionless in one corner. This golem has a wood furnace in its torso and Celestial sigils carved across

its brow are magical commands allowing Seburil to control the golem.

When the treaty signing begins, the golem goes berserk and lumbers towards Avumat. Unless the heroes intervene, the clay golem kills the druid and her satyr consort before marching into the forest.

Objectives/Goals. Avumat wants the logging to stop, but won't resort to combat. She will readily agree to let Seburil harvest any fallen trees or standing dead timber. She won't make this offer immediately, opting to first attempt an appeal to Seburil's moral compass, pointing out the effects of clearcutting the Quivering Forest. Avumat can be persuaded to allow the harvesting of up to four trees annually, no more than one per season.

Seburil enters the negotiations knowing that she will likely have to curtail her operations, thinking "it was good while it lasted." Seburil hopes to bargain her way to two trees per tenday but will be satisfied with two per month. Seburil has started a tree farm near Phlan with cuttings from the Quivering Forest but won't mention this in the negotiations.

What Do They Know? If combat erupts with the golem, Seburil informs the adventurers to disrupt the golem's control sigils or extinguish the furnace. Either action will power down the golem and stop its assault.

Treasure & Rewards

If combat breaks out, Avumat provides a random adventurer with a pouch of *dust of disappearance* and urges them to stop the conflict.

- **Magic Items.** If combat begins, a pouch of *dust of disappearance* is provided.

Special Rewards. None

Playing the Pillars

COMBAT

If combat breaks out, the clay golem can be powered down by dousing its furnace with water or erasing/smudging its forehead sigils. Few Tier 1 parties will be able to battle a clay golem for long.

EXPLORATION

The forest hall could be expanded on and explored. It's relatively easy to turn the treaty signing into a celebratory event or contentious standoff, where the adventurers need to separate the groups before a melee breaks out.

SOCIAL

Combat in the treaty signing is optional. It doesn't hurt to take a quick poll of the players and determine what kind of resolution they're expecting.

Wrap-Up: Concluding the Adventure

This section wraps up to the adventure. It's considered a part of **Episode 3**. Provide some closure to the adventure but leave room for the story to continue in other adventures—especially if it's part of a larger series of adventures.

The most optimal ending is a peace treaty and signing. Other possible outcomes are the clay golem slaying Avumat, in which case the fey seek to destroy Seburil and the logging operation. In this case, figures such as Jeny Greenteeth can make a story-based appearance to exact revenge.

Other conclusions can occur if the adventurers side strongly with Seburil or Avumat early on. Remember that if the adventurers themselves slay either of the main NPCs, they fail the adventure and complete zero Objectives.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive **1** advancement checkpoint and **1** treasure checkpoint for each **story** objective **that** they complete, as follows:

- **Story Objective A:** Meet Seburil, and convince her to meet with Avumat.
- **Story Objective B:** Have Seburil and Avumat agree to a truce. There is an optional combat with Seburil's berserk clay golem, but this battle isn't the objective.

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Stopping the vigilante group from killing/harming Seburil and her followers.
- **Bonus Objective B:** Stopping the cockatrices, either by slaying/defeating them or redirecting them out of the camp.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure unlock:

Dust of Disappearance. This glittery, translucent dust fills a small glass vial. The vial has a painting of a laughing sprite on the cork. This item can be found in **Appendix 8**.

Consumable Magic Items

Characters completing the adventure may earn the following consumable magic items:

Potion of Healing. This potion, barely a single drop of scarlet liquid, is stored in a miniscule bottle and sealed with a tiny ornamental wax flower. This item can be found in **Appendix 8**.

Story Awards

Characters playing the adventure may earn:

Story Award. With the Quivering Forest's current tranquility it might be easy to forget the recent conflicts, destruction, and chaos. If the woods here do have any awareness, its presence seems to be one of contentment and gratitude for your assistance in bringing natural order back to the land. More information can be found in **Appendix 9**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Avumat (AH vuh mat).** Verdant lord (CG human **druid**) of the Circle of the Forest, and fey ally.
Personality: *Conflict avoidant and peace-seeking.*
Ideal: *My oath is to protect the Quivering Forest.*
Bond: *The fey of the forest are my family.*
Flaw: *I fear conflict and am out of my depth.*
- **Seburil (SEY boo rill).** Rock gnome priestess of Gond and head of the Quivering Forest logging group.
Personality: *Brusque but fair. Annoying.*
Ideal: *I am the most logical of gnomes.*
Bond: *Gond's inventions are spectacular.*
Flaw: *People don't understand my logic.*
- **Quivering Forest.** The forest is a fey haven, and non-fey aren't welcome in the woods.
Personality: *Ancient and powerful fey forest.*
Ideal: *These trees stand strong.*
Bond: *The fey protect the wood, and vice versa.*
Flaw: *One day an axe will come for the last tree.*

Appendix 2: Creature Statistics

Acolyte

Small rock gnome, lawful good

Armor Class 10

Hit Points 9 (5d8)

Speed 25 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy
1st level (3 slots): bless, cure wounds, sanctuary

Actions

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

Clay Golem

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic;
bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion,
frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive perception 9

Languages understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

Haste (Recharge 5–6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

Cockatrice

Small monstrosity, unaligned

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 11

Languages --

Challenge 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Druid (Avumat)

Medium elf, chaotic good

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic, Common, Elvish

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): druidcraft, produce flame, shillelagh
1st level (4 slots): entangle, longstrider, speak with animals, thunderwave

2nd level (3 slots): animal messenger, barkskin

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh.

Priest (Seburil, Priestess of Gond)

Small rock gnome, lawful good

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

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

Skills Medicine +7, Persuasion +3, Religion +5

Senses passive Perception 13

Languages Common, Celestial

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy
1st level (4 slots): cure wounds, guiding bolt, sanctuary
2nd level (3 slots): lesser restoration, spiritual weapon
3rd level (2 slots): dispel magic, spirit guardians

Actions

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

Satyr

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

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

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

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

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

Actions

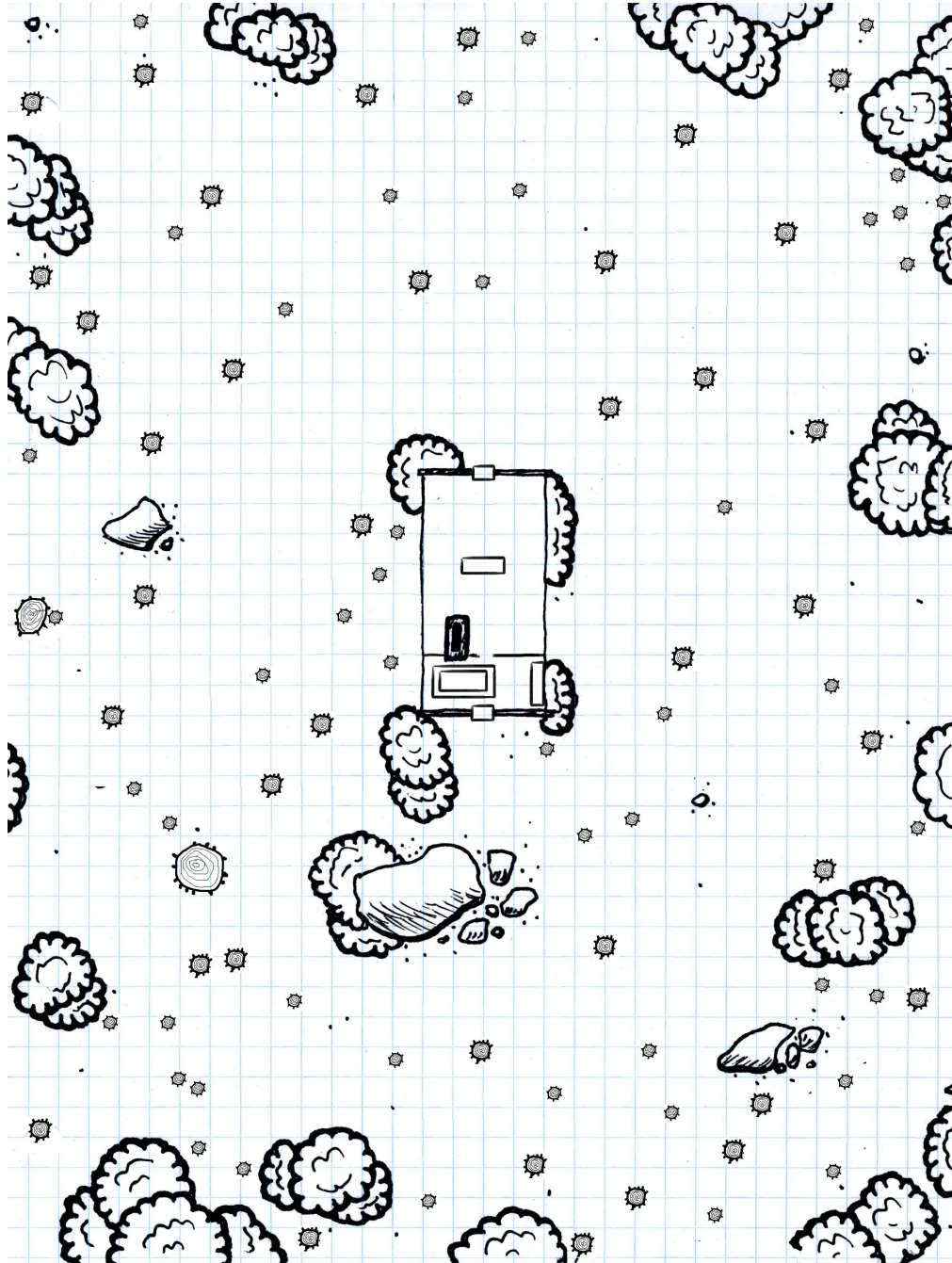
Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

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

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

Appendix 3: Logging Camp Map

(1 square = 5 ft)



Appendix 4: Treaty Hall Map

(1 square = 5 ft)



Appendix 5: Cockatrices! Map

(1 square = 5 ft)



Appendix 6: Vigilantes (Bonus Objective A)

Estimated Duration: 60 minutes

Setting Description

A splinter group of Avumat's followers decided to take matters into their own hands, and plan to kill Seburil and all his followers. One of the group, a teenaged human druid named Kel, got scared and realized the plan was folly and asks the characters to intervene.

Kel tells the characters that the group is circling around the logging camp to approach from the north. If the characters take a direct route, they should be able to reach the vigilantes before they attack the camp.

Prerequisites

This episode occurs after the characters receive the Call to Action from Avumat in **Episode 1**, but must be completed before completing **Story Objective B**.

Bonus Objective A

After meeting with Avumat in Episode 1, Kel approaches the characters and asks them to stop his friends from killing Seburil and her followers. This Bonus Objective can be completed by stopping the vigilante group from killing/harming Seburil and her followers.

Area Information

This area features:

Dimensions & Terrain. This section of the forest is mostly free of animals, which the noise of logging has driven off. The trees here are quite large, providing cover for Medium and smaller creatures.

Lighting. The depths of the forest are dimly lit. In places where the forest canopy is broken or gone, daylight streams in, providing patches of bright light.

Creatures/NPCs

The vigilante group is approaching from the north side of the camp. They can be detected with a successful DC 15 Wisdom (Perception) check.

If the characters don't detect the group, they will be ambushed by the vigilantes (who believe them to be guards for the camp).

Objectives/Goals. Only two members of the group (**druids**) are resolute in their desire to kill the loggers. The remaining members (four **bandits**) succumbed to peer pressure and their hearts aren't in this fight.

The vigilantes can be talked out of violence. A successful DC 15 Charisma (Persuasion) check is required to talk them down. If any of the vigilantes have been injured by the characters, this check is made with disadvantage. If the characters mention Avumat and/or Kel, this check is made with advantage.

In the event of combat, the vigilante group will flee after two of their number go down, or if each member of the group is wounded. If captured, they put up no resistance, (but will try to flee if not restrained).

Adjusting the Scene

Here are some suggestions for adjusting this scene:

Very Weak: Remove one **druid** and one **bandit**.

Weak: Remove one **druid**.

Strong: Add one **druid** and one **bandit**.

Very Strong: Add two **druids** and one **bandit**.

Appendix 7: Cockatrices! (Bonus Objective B)

Estimated Duration: 45 minutes

Setting Description

A flock of cockatrices has been riled up by the fey and herded into the camp. The adventurers must stop the petrifying birds. From the safety of the forest, fey spirits shout insults at the logging camp.

Use the Cockatrices! Map in **Appendix 5**.

Prerequisites

This episode occurs in **Scene D** in **Episode 1** and must be completed before completing **Story Objective B**.

Bonus Objective B

This Bonus Objective can be completed by stopping the cockatrices, either by slaying/defeating them or redirecting them out of the camp.

Area Information

This area features:

Dimensions & Terrain. This section of the forest is mostly free of animals, which the noise of logging has driven off. The trees here are quite large, providing cover for Medium and smaller creatures.

Once the cockatrices attack, a number of pixies and other fey heckle the adventurers, hidden in the safety of the trees.

Lighting. The depths of the forest are dimly lit. In places where the forest canopy is broken or gone, daylight streams in, providing patches of bright light.

Creatures/NPCs

Five **cockatrices** rush into the camp, appearing almost out of thin air. One of the fey casts *pass without trace* on the cockatrices to increase the amount of mischief the birds will cause.

If the characters don't detect the birds, they'll be attacked with surprise. The angry cockatrices will be in melee range, seeming to appear out of thin air.

Objectives/Goals. The cockatrices have been shot with pixie darts, riled up, and herded towards the camp. On a successful DC 15 Wisdom (Perception) check, small feathered darts are seen lodged in the cockatrice's flesh. Removing these darts is a crucial step towards calming the angry murder-birds.

In the event of combat, the cockatrice flock will flee after more than half of their number go down, or if each member of the flock is wounded. If captured, the cockatrices eventually calm down and go to sleep, worn out from the chaos.

If any adventurers are petrified by the cockatrices, the loggers will store their statue in the main hall until the petrification ends, 24 hours later. All adventurers will be unpetrified before **Story Objective B** begins.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

Very Weak: Remove three **cockatrices**.

Weak: Remove two **cockatrices**.

Strong: Add two **cockatrices**.

Very Strong: Add three **cockatrices**.

Appendix 8: Magic Items

Characters completing this adventure's objective unlock this magic item.

Magic Item Unlock

Dust of Disappearance (Table C)

Wondrous item, uncommon

This glittery, translucent dust fills a small glass vial. The vial has a painting of a laughing sprite on the cork.

Found in a small vial, this powder resembles very fine sand. There is enough of it for one use. When you use an action to throw the dust into the air, you and each creature and object within 10 feet of you become invisible for 2d4 minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. If a creature affected by the dust attacks or casts a spell, the invisibility ends for that creature. This item is found on **Magic Item Table C** in the *Dungeon Master's Guide*.

Consumable Magic Items

Potion of Healing

Wondrous Item, common

This potion, barely a single drop of scarlet liquid, is stored in a miniscule bottle and sealed with a tiny ornamental wax flower. This item is found in the *Player's Handbook*.

Appendix 9: Story Award

Characters completing both **KUMORI-03-01** and **KUMORI-03-02** earn the following story award.

Heroes of the Quivering Forest

You stand amongst the trees of the Quivering Forest; the rustling of leaves is peaceful, soothing. Birds cheerily sing, sunbeams dapple your skin, and a cool breeze tickles your ears.

With the Quivering Forest's current tranquility it might be easy to forget the recent conflicts, destruction, and chaos. If the woods here do have any awareness, its presence seems to be one of contentment and gratitude for your assistance in bringing natural order back to the land.

Appendix 10: Dungeon Master Tips

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

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. 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.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated 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 Players 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, or 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 This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

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