

Legend of the Sword Bandit Surprise

A Two-Hour Adventure for 1st-4th level characters

Adventure Module CCC -Anime 1-1

*By David Morris
Adventure Designer*





Legend of the Sword Bandit, Surprise!

A priest of Ilmater seeks to right an old wrong to please his god. Will you trust the whims of hags and journey through time to find out what when wrong during the Festival of Stars?

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David Morris

Adventure Designer

designer@mountogdengc.com

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Creative Lead and Project Manager: Derek Gray

Development: Derek Gray, David Knighton, Jenni Rhodes

Editing: Ginny Loveday

Playtesting: Dave McFadden, Miranda McFadden, Chris Nitengale, Sean Payne, Zach Pickett, Gwendolyn R Rash

Art: Kitty#8265

Cartography: Travis Woodall

Organized play: Chris Lindsey

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

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

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Introduction

Welcome, and prepare to learn the *Legend of the Sword Bandit, Surprise!*, a D&D Adventurer's League™ adventure and part of the *Convention Content for Anime Banzai 2017*.

This adventure is designed for three to seven 1st-4th level characters and is optimized for a group of five 3rd level characters. Characters outside this level range cannot participate in this adventure.

The adventure takes place on the Moonsea near Hawksroost, in the Forgotten Realms campaign setting.

Adjusting the 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 1	Very weak
3-4 characters, APL 2	Weak
3-4 characters, APL 3	Average
5 characters, APL 3	Average
5 characters, APL 4	Strong
6-7 characters, APL 2	Average
6-7 characters, APL 3	Strong
6-7 characters, APL 4	Very Strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way

you'd like to portray an NPC or a tactic you'd like to use in a combat. Become familiar 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, consider the following:

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, be sure as you maintain the original spirit of what's written. Remember, you are the *final* arbiter of the game's rules.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level 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 are after when they play D&D. Everyone should have the opportunity to shine.

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

Adventure Background

During the last Festival of Stars, a local priest named Sorrim tried to dedicate a shrine to his god Ilmater. The offering was shunned and Sorrim prayed upon his failure, learning that a past wrong must be made right to earn Ilmater's blessings.

Sorrim seeks those brave enough to peer into the past to learn what wrong must be made right to please the god of suffering.

Location and NPC Summary

The following NPCs and locations feature in this adventure:

Hawksroost: A hamlet just far enough off the major trade paths to Damara and Vassa to be forgotten until the SALT Consortium found the Halls of Goldahroud, and are now using the wealth they have found to fund the rebuilding of the town as a base camp for further exploration of the tunnels.

Glumpen Swamp: A swamp that sits in the north-western side of Thar. Sauros Island stands in its center and once housed the stronghold of an ogre empire, now the fort holds only a few ogres.

Shadow Hawksroost: A copy of Hawksroost during the last Festival of Stars held in 1299 DR. The hags Jeny Greenteeth, Kijo Kiki, and Baba Shaula create this demi plane for the characters in return for one of their memories.

Sorrim: A priest of Ilmater that seeks to restore Hawksroost to honor his god. He seeks Daern's Blade to perform the Passing of the Blade ceremony.

Jeny Greenteeth: Is a green hag who dwell in the Quivering Forest, but has also been seen in other parts of the Realms. She is cruel and hateful, but can also fake kindness. No one knows her true motives.

Kijo Kiki (Kuh-ee-juh-o Kee-Kee): A "young" night hag looking to grow her power and influence. She was taken underwing by Baba Shaula and brought to Jeny Greenteeth in the hopes of forming a coven. Though Shaula looks over her, Kiki would have no regrets over betraying her mentor at the right time.

Baba Shaula (Bah-bah Sh-ow-la): Baba Shaula has been around for some time (though not near as long as Jeny). She has seen other hags come and go and been part of many covens. Shaula sees something in Kiki that exposes something in herself that she doesn't know how to deal with.

Series Synopsis

The ANIME series consists of three adventures, Anime1-1 Legend of the Sword Bandit, Surprise!, Anime1-2 Let's Find a Sword, GO!, and Anime1-3 Star Sword, Return!

In *Legend of the Sword Bandit, Surprise!*, the characters are asked to visit three wise women in the Glumpen Swamp. The characters have the chance to participate in a ritual that will take them

into the past to view the events the night the festival's ritual failed and displeased Ilmater.

Let's Find a Sword, GO! offers the characters a chance to follow in the footsteps of the sword bandit.

In the finale, *Star Sword, Return!*, the party may recover Daern's stolen blade and restore Ilmater's grace to Hawksroost.

These adventures continue the storyline of the SALT Consortium. You can purchase **Rumors of Riches, Moor Trouble, and Broken Halls of Goldahroud** online at <http://DMSGuild.com>.

Adventure Overview

In part 1, the characters arrive to Hawksroost to speak with Sorrim and learn the significance of the ritual he is trying to perform and where they can go for answers. They travel to the foothills and participate in a ritual performed by the "wise women".

Part 2, the characters explore a shadowy copy of Hawksroost as it was 200 years ago to learn what went wrong.

Finally, in Part 3, the characters return to Sorrim, able to share with him the cause of Ilmater's displeasure.

Adventure Hooks

For each character, choose an appropriate reason why they are traveling to Hawksroost.

Party Chaser: You learned of the Festival of the Stars being held in Hawksroost while spending time in a tavern. The festival used to be a big deal, or so they say. Colored lights strung all across town, performances, and drinks for all. No way can you miss out. This could be the party of the year! You heard *Sorrim* is the one to find to get the hook up for free drinks.

Religious Pilgrimage: Some 200 years ago, Hawksroost was part of a traditional path of pilgrimage for those who worshiped or respected the lord of suffering. Now you have heard that Hawksroost is again in civilized hands and is led by a priest of Ilmater named *Sorrim*. You have made the trek to see this place of religious significance.

Archeological research: Hawksroost and the surrounding area offer ample opportunities for archeological research. Academic circles point to *Sorrim* as being someone in the area with a good amount of knowledge regarding the area.

A friend of Larazmu: You helped *Larazmu* and *Sorrim* in the past and have received word asking again for your aid.

Part 1 – Wrongs of the Past

Expected Duration: 50 minutes

Have **Player Handout 1** read aloud to begin the adventure. In Part 1, players arrive in town and see signs of the preparations for the festival underway. Allow the characters to explore Hawksroost, where they have the opportunity to learn more backstory before meeting with Sorrim who asks them for help.

General Features

The general features of the Hawksroost are as follows:

Light and Visibility. The weather is favorable to a celebration. Both day and night are mostly clear and the temperature is cold, but not unbearably so.

Smells. Fresh baked goods, meats, and beers send their scents through the area. The smells belie the ruins that they envelop.

Sounds. The sounds of people working and getting ready for a celebration fill the dirt roads. Children are laughing and playing while pilgrims discuss the intricacies of their faith.

0. General Rumors

Tales about the ruins of an ancient prison near the ruins of Hawksroost are beginning to spread through the Moonsea. Arriving at Hawksroost, it seems that there is something going on here. Decorations are hanging from the ruined buildings; some work is being done to repair some of the buildings and it seems fairly busy. Perhaps there is some truth to the rumors.

Asking any of the people working or milling about town will provide one or more of the points of information.

- For questions about the Broken Halls, speak to the priest Sorrim, Larazmu the half orc, or check the board by the wagon.
- The town is preparing for a festival, be sure to stick around, the ale is free that night!
- There were some adventures coming and going from the Broken Halls, but the rooms people could enter have been cleared out.
- There are more portals, but they require keys that haven't been found yet.
- I hear Sorrim is looking for adventurers for some errand.

1. Hulmara's Tavern

The closest thing to a tavern here is a Gur wagon parked outside a ruined building. Drinks are served out of the wagon and some makeshift tables are set up in the building. A notice board hangs from the wall.

(Player Handout 2)

The bartender is a human Gur woman named Hulmara Stayanoga. She has an appearance common to her people with dusky skin, brown eyes, and thick black hair. Characters inquiring whether or not she has the sight, will be told that she does not.

Role-playing Hulmara

Hulmara loves to travel and see new places and people. She came to the Moonsea not long ago with some other members of her family, when a mysterious fog drew her there.

Trait: Always a survivor, Hulmara is able to find a way out of most problems and can take care of her

Flaw: Hulmara is a bit too trusting of people, a trait that served her well with her family, but is bound to prove a problem with strangers.

What Hulmara knows

- People have come to Hawksroost to celebrate some religious holiday.
- The priest in town, Sorrim, is seeking individuals to complete the task.
- There are pilgrims from around the Moonsea and even the Sword Coast.
- A merchant has started bringing iron from the mountains through Hawksroost, hoping it will be safer than going through Thar and more profitable than selling the ore in Glistar.
- The postings on the board are represented by the image on the back of the adventure.

Ames can be found at the tavern most times, but also patrols Hawksroost and asks for updates from its militia. He can also be found updating Larazmu (who is often bored by the pointless updates). There is technically a militia office, but they spend most their down time in the tavern.

Role-playing Ames Dowsev

Ames is the sergeant of the Hawksroost militia. Though he only has a handful of people under him he takes his position seriously. Ames hails from Hillsfar and was once a Red Plume.

Trait: Ames is dedicated to protecting Hawksroost and showing that he deserves his position. He strives to show Larazmu that he is working hard to ensure Hawksroost's safety.

Flaw: Ames developed a gambling habit in Hillsfar, betting on fights in the arena. His gambling cost his marriage, his home, and advancement opportunities in his job. He struggles to stay away from gambling now, but the temptation is strong.

What Ames knows

- Zor Helrehd has been sending letters demanding that we do more to protect the caravans.
- The Zor is moving iron and other goods through Hawksroost hoping to make a larger profit by selling the ore in Sembia.
- Orcs, ogres, and worse have attacked the caravans.
- The bounties posted on the board at Hulmara's are sponsored by the Zor however, you lot don't look like you could handle the work. I was told to look for seasoned adventurers for these.
- I've been spending most my time helping to fill in all the blasted holes Zelezadda has been leaving around town. Next they'll be putting me on caravan duty, knowing my luck.

2. Religious Pilgrimage

As you walk down the main road looking around for a church or priest, you see in the center of town a small shrine being administered to by a young man in robes.

"Greetings, friends. Do you come seeking comfort or encouragement? Are you here for the Festival of Stars?"

Role-playing Brother Alum

Brother Alum wears simple brown robes with a rope tied around his waist. He meets friends and strangers alike with a smile and warm hug.

Trait: Sometimes people that know him call Alum a buoy. He helps people find their way in the turbulent water of life.

Flaw: Alum is always concerned with other people and sometimes this leads him to neglect his own care. He misses showers if there are many looking for his aid or falls into depressions when he forgets to look to others to share his burdens.

What Brother Alum Knows

- Hawksroost was destroyed in 1299 DR
- Daern was murdered in 1342 DR
- We do not know if Daern ever used the blade, however the sword is older than him and we call it "Daern's Blade" out of respect for what he did for the faith

- The ceremony of the Passing of the Blade was last performed in 1298 DR. Some blame Hawksroost's fall on the thief who stole the sword.
- The festival is known as the Festival of the Stars. A time when Ilmater takes a reprieve from his suffering to spend a day with his love. If characters would like more information Brother Alum can recount the tale. Read aloud or share **Player Handout 1**.
- Sorrim is looking for brave adventurers who can help him find out what happened to Daern's Blade and recover it if possible. He hired an archeologist to search throughout the Hawksroost for it.
- If the party wants to inquire about any of the bounties, she directs them to Ames, as he usually tells Hulmara where he is headed before leaving.

3. Archaeologist's Camp

Two large tents are setup in an area cleared of any debris. A large wooden table has been set between them and holds all kinds of papers held down by different objects, small statuettes, pieces of stone bricks, and other artifacts. Shovels, picks, and other tools lean up against one end of the table, some fallen over. Behind the table looking at a red colored crystal through a strange set of glasses that have three to four lenses, one over the other. Her purple hair stands starkly against the dust covered scene.

Zelezadda has short purple hair, glasses that seem too large for her, and always carries a book, ready to take notes about any rumors or historical events about to take place.

Role-playing Zelezadda

Zelezadda is a curious and dedicated field researcher. She enjoys getting her hands dirty and being at the forefront of discoveries and historical events.

Trait: The details in the details and Zelezadda has the memory of an elephant.

Flaw: The devil indeed. Zelezadda often annoys people with the constant offering of facts and reminding them of deeds (or often misdeeds) they have done in the past.

What Zelezadda knows

- Zelezadda is able to share (and does without being prompted) the legend of the Festival of Stars.
- Throstulgrael is a black dragon that has moved into the area and is terrorizing merchants and travelers, the dragon is also known as Velvet.

- The Broken Halls of Goldahroud were created long ago by Dao himself. We still aren't sure who all was imprisoned there.
- Hawksroost was destroyed in 1299 DR
- Daern was murdered in 1342 DR
- A sacred blade meant to be used in a ceremony performed during the Festival of Stars was stolen in 1299 DR, the same year Hawksroost was destroyed. Some say the loss of the blade angered Ilmater and he summoned ogres to destroy the town. That seems out of character for the good of suffering.
- The head priest in town is looking for adventurers to locate the sword. He has had me digging all through town searching for it.
- Between the dragon, ogres, and orcs that dwell in Glumpen Swamp, anyone going there should have a will drawn up first. I hear there may be hags out there too.
- And she can go on and on about whatever history or facts about monsters or anything else you'd like until the players start throwing things at you. (This is not an endorsement for violence).

4. Construction Site

Any characters who have been involved in SALT1-1 through 1-3 may already know Larazmu and Sorrim. Having helped before Larazmu will send such persons a summons asking for their aid once again. Larazmu can be found overseeing construction sites or visiting with anyone around town you would like.

"Good work everyone. We will have this place back in working order in now time." A half-orc calls out to workers repairing masonry and preparing lumber to serve as the roof for a building. A tall man, he carries what must be the worst features of each of his parents.

What Larazmu Knows

- If asked about his debt to the Zhentarim, Larazmu happily informs the group it has been paid in full.
- There are many tasks that need doing in town.
- Sorrim needs help performing a ritual important to the town and his faith. Talk with Sorrim for details.
- For any of the bounties, Larazmu is not prepared to offer the job to the party. They simply haven't enough experience and aren't equipped to handle them, yet.

Meeting with Sorrim

A balding human passes from pilgrim to pilgrim, blessing them for coming and sharing the story of the Festival of Stars.

"Welcome! Welcome!" Sorrim looks your group over.

"Excellent, just what I needed. Though he is not please, Ilmater continues to share his blessings." he takes a moment to pray and continues. "We have the Festival of Stars starting soon, but something important is missing."

Sorrim is excited to see capable looking people for the task that is at hand. He can share any information they need or point them in the right direction.

Role Playing Sorrim

A cleric of Ilmater who lost his faith, but had it restored through a harsh and taxing journey to find healing for his sick community. In attempting to honor his god, he has built a permanent shrine within the town of Hawksroost. However, after the Festival of the Stars from the previous year appeared to yield no blessings from Ilmater, Sorrim has been seeking ways to ensure this one will be.

Sorrim goes by his last name and due to his sometimes-odd behavior and muttering to himself, he has earned the nickname "The god whisperer."

Trait: I am dedicated to Ilmater and his tenants above all else.

Flaw: I find myself single minded, often forgetting the subtleties as I pursues my visions.

What Sorrim Knows

- Sorrim can recount the legend behind the Festival of Stars (**Player Handout 1**).
- The ceremony of the blade signifies that all those who participate take on Ilmater's burden of suffering so he may spend a day with his love.
- The ceremony has not been performed since 1299 DR. I tried to perform the ritual last year with a consecrated blade, but it failed.
- We must learn the resting place of Daern's Blade.
- I have had an archeologist digging all over Hawksroost for the Blade to no avail.
- I have divined the location of the sword within the town. In response to my prayers, Ilmater has directed me to the Glumpen Swamp,

- I have heard of three wise women that dwell in the Swamp. All of our digging here in town has turned up nothing. These women are our last chance to learn where the sword lies.
- My friend Larazmu is in control of the town's finances, and I have convinced him to spare what he can to help this endeavor succeed. We are prepared to pay 400 gp for you to visit the women and learn what you can about the sword's location.

Treasure

Sorrim will give the characters a *scroll of burning hands* and two *potions of healing* to assist their mission.

Part 2. Shadows of the Past

The party visits the women in the Glumpen Swamp and travels to a shadow demi plane to learn what happened to Daern's Blade.

Expected Duration: 50 minutes

Wise Women Three

The women are standing on a mound of dry earth in the swamp, having a discussion and waiting.

(Player Handout 3)

As you trudge through the swamp and push your way through the thick brush, you can see a small hill cloaked in a mist. Large shapes can be seen in the distance meandering through the swamp. Their silhouettes look something like overgrown cows.

Atop the hill stand three women. They seem to be having a chat.

The hags are standing around a pool that lies in the center of the hill. The pool is about 15 feet in diameter and has candles placed in five points along its edge. The cows out in the swamp are actually catoblepas. The hags keep them as pets and for protection. The catoblepas are not interested in the characters so long as they keep their distance.

The hags are Jeny Greenteeth, Baba Shaula, and Kijo Kiki. Baba Shaula beckons the character to approach.

"You there! Come out of the darkness and show yourselves. I can feel the weight of the answers you seek." One of the women yells out to you as she points the ground near her.

Role-playing Jeny Greenteeth

Jeny appears as an elderly woman with a kind smile. She wears a flower print dress and walks with a cane. She always offers food and is greatly offended if the offer is declined. No one knows Jeny's motivations or desires.

Role-playing Kijo Kiki

Kijo Kiki is a relatively young night hag. She takes on the appearance of a woman in her early 20's and wears a cotton yukata with a sakura blossom print design.

Role-playing Baba Shaula

Baba Shaula is also a night hag, though she is a bit older than Kiki. Shaula appears to be a human woman in her mid-30's with dark hair and brown eyes. She wears a kimono with a swirling print of waves of black and purple.

As the party approaches, any who use stealth are detected by Jeny. She will call out to them in her grandmother voice to come and have some cake with everyone else.

Jeny offers everyone in the party some sesame cake. She will not answer any questions nor allow the other hags to answer until everyone has had a piece. Once everyone has taken some cake, Jeny will continue. Kiki almost makes herself a nuisance by taking the platter of cakes from Jeny and passes them around. Shaula stands back, quietly judging the characters with a scowl on her face.

"Come closer children. Please, come, tell your granny Jeny what troubles you."

Once the characters share that they are looking for Daern's Blade read or paraphrase the following;

"You have come to the right place, little ones. We can send you to a shadow of the past events of Hawksroost. Be cautious of its guardians, for they are a jealous lot and take their duties seriously. All I require is a small memory from each of you."

Jeny is looking for an actual memory, not an object. There's no telling what she would want it for, but there is no ill effect from sharing with her now. Once she has been paid the characters are directed to enter the water.

Jeny pulls out several vials. One at a time, she unstoppers one and holds it under each of your mouths as you share your memory. As you speak, the words leave your lips as a faint white mist that is drawn into the vial. She quickly replaces the stopper to be sure nothing escapes. If a character resists, she will prompt them to comply. "*Come now, it won't hurt, just tell me a tale and into the bottle it goes.*" Or

"Oh no dearie, I must know more, the bottle is barely any in it!" are the sort of things she may say.

Kiki climbs in the waist deep water and helps to space them evenly as they lay in the strangely buoyant pool.

If any characters are reluctant to enter the pool, Kiki will playfully splash them and ask them to join her. If that fails, Jeny will grab their legs with her skinny shaky arms and pitch them over into the pool.

As you lay in the pool, somehow floating perfectly atop the water, Kiki steps from the pool as the women begin chanting together. As their chants become louder and deeper the candles around you flare in a green light and the pool begins to bubble. Soon, your vision goes black.

"Remember," Jeny croaks, "the spirits will not tolerate those who disturb their memory."

The Ire of Shadows – Disruption Points

As the characters explore Shadow Hawksroost they can draw the attention of the attending spirits that dwell in this mysterious place. The longer they linger and the more they disturb will cause a confrontation with these spirits.

Below are some examples of how the party can attract the shadow's attention.

- Talking to a Shadow Resident (only if talking about things that are out of place/time) – 1 point
- Attacking a Shadow Resident – 2 points
- Touching the Sword of Daern – 2 points
- Stealing the Sword of Daern – 5 Points

1 point – You start to feel as though someone is watching you.

2 points – You see shadows moving in the distance, always near, but never staying in sight long.

3 points – Attacked by Shadows.

4 points – Shadow buildings and residents begin to fade away, but not totally.

5 points – Attacked by Shadow Ogres.

The Festival of Stars

As your vision clears, you find yourselves standing in front of Hawksroost. Not the Hawksroost where you meet with Sorrim, the Hawksroost in ruins. Instead, this Hawksroost is in good condition, the buildings whole and people moving all about hurriedly finishing preparations.

Candles in colored paper lanterns are strung all around town. Colorful ribbons hang from the ropes

that create a web from building to building. People are chatting and the sounds of children playing carries through the wind.

And yet, something isn't right here. A misty shade is draped across everything. Colors are dulled and the sounds muted.

The characters have entered a demi plane, created by the hags for the characters to investigate. The version of Hawksroost they are in is not actually the past. Though they can interact with its people and objects, nothing they do here effects the current time. Time is not a normal thing here, so there is no chance for them to miss this or that event simply because of what order they visited each spot.

This part of the adventure is free form. The characters choose what part of town they want to visit and the corresponding section will reveal what is there for them to find.

Try to record the characters current hit points and spell slots. Anything they is in the shadow realm does not change what resources they have back in the real world.

1. The Town Well

As you approach the center of town, a priest stands on a pulpit setup next to the well.

"And as Ao looked upon his daughter and Ilmater as they embraced, he took pity upon them. And Ao said onto them, you may have this one day a year to set aside your divine burdens and share in each other's love. And all of Ao's children looked at what he had done, and knew that he was a fair father."

When the priest has finished his sermon, he talks with some of the villagers and pilgrims and is happy to speak with the adventurers as well.

What Father Yen Lu Inaoko Knows

- I come from a land far from here, known as Kozakura, Maeshi province.
- When I arrived here I worked as a chef in a temple to Ilmater and that is where I learned of his suffering.
- I wish to ease Ilmater's suffering by taking on my share of Toril's troubles.
- I see so much suffering of people traveling through and when I go abroad to spread Ilmater's blessings.
- I wonder if Toril would be better off if Ilmater was not distracted by his love.

2. The Forgotten Shoe

A new freshly painted stone building stands before you, a sign waving gently (though there is no breeze). On the sign is painted a single shoe in gold and in fine writing the stores name; "The Forgotten Shoe."

Opening the door causes a small bell to ring pleasantly. Inside a halfling shop keeper works away at taking inventory his goods as his young daughter plays with her dolls at the counter, her bright red hair in contrast to the dull brown of the interior.

The shop is closed for the festival, but Vinfir Phoenixfeather is not one to turn away a sale and can provide any gear out of the *Player's Handbook* of 50 gp value or less.

What Vinfir knows

- I have been living in Hawksroost running my shop since right before my daughter Oriel was born. It seemed like a nice quiet place to raise children.
- Life has been hard since my wife passed away, but we make due and Oriel keeps me in line. (With that the little halfling looks up with a giant smile on her face.)
- The Festival of Stars is great for business. It can make things a little hectic around her, but the coin the pilgrims bring in help the town keep going.

What Oriel Knows

- My daddy made this doll for me, used hair from momma's brush so I can always have her close.
- Sometimes my dad gets lazy and sits at his desk behind the counter, but I don't let him stay there too long!
- When I grow up, I'm going to go on amazing adventures, not sit in some boring old shop.

3. The House of Suffering

The temple of the "One Who Endures" is a simple stone structure surrounded by pillars of the classical design. The door stands open to its hall and at the far end can be seen a pedestal upon which sits a simple longsword.

This temple houses Daern's Blade. It sits here open to all to view as it waits for the Passing of the Blade ceremony.

While the party lingers here no one is seen coming and going to the temple. A **Passive Perception** or active **Wisdom (Perception)** roll of DC 15 will spot

the shape of a small halfling behind a building watching the party from the shadows.

If the characters hide have them make **Dexterity (Stealth)** checks at DC 10. If half or more of the party makes the check they go unnoticed by the priest as he approaches the temple, enters, and leaves with the sword. This isn't exactly abnormal, as the sword is required for a ceremony the priest will oversee.

As the priest walks away from the temple, he turns left and heads to the outskirts of town. A cloaked figure suddenly appears out of nowhere, trades Yen Lu swords, and vanishes again into thin air after they exchange deep bows.

What if they intervene?

The party may decide to attempt to prevent the theft. Doing so does not change the past, but it does attract the guardian spirits of Shadow Hawksroost. It is possible for the party to throw the recording off its tracks and cause the blade to not be stolen.

In this case, the "recording" of the past freezes while the shadows deal with any anomalies. Once the shadows are defeated, the "recording" begins again just before the event that caused the shadows to attack.

Shadow Attack

Use the following information in the event that the party is attacked by the shadow guardians of the demi plane.

Shadows begin to take form out of the walls, trees, and ground around you. They streak towards you with a menacing red glow in their eyes.

5 **Shadows** move to attack the party for intruding on the memory of this place.

Adjusting the Encounter

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

- **Very Weak:** Remove 3 **shadows**. The second **shadow** attacks 2 rounds after the first.
- **Weak:** Remove two **shadows**.
- **Strong:** Add 2 **shadows**.
- **Very strong:** Add 1 **shadows**.

Shadow Ogres

Use the following information in the event that the party is attacked by the **shadow ogres** of the demi plane, as a result of reaching alarm 5.

The creatures before you appear in every way like their normal counterparts, but are formed entirely of shadow.

2 **Large Shadows** move to attack the party. The large shadows use the stat blocks for **shadows**, but are large size, have 40 HP each and a +5 bonus to attack rolls (instead of +4).

Adjusting the Encounter

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

- **Very Weak:** Replace the **large shadows** with **shadows**. The second **shadow** attacks 2 rounds after the first.
- **Weak:** Replace 1 **large shadow** with a **shadow**.
- **Strong:** Add 2 **shadows**.
- **Very strong:** Add 1 **large shadow** and 2 **shadows**.

Back on Toril

Once the party has seen the hand off of Daern's Blade, disrupted the events, then that brings us to the conclusion.

You awaken, lying still in the pond. Jeny and Kiko have gone. Shaula stands at a distance in the fog.

If the adventurers were successful:

"So., You aren't complete fools." Shaula speaks calmly, darkly. "You've captured my interest. Now, let's see what you are really made of!"

If the adventurers were unsuccessful but escaped:

"Sloppy! Exactly what I expected from the likes of you. Prepare to pay for wasting my time!"

This includes if they were killed in the demi plane, as their bodies never actually left the prime material.

The Party Died in the Shadow Realm

If the party dies while in the shadow realm they awaken in the real world with one level of exhaustion, but are otherwise unharmed.

Either way, Shaula attacks the party. She is interested in seeing just how tuff they are. *Damage taken in the shadow demi plane no longer persists back in the prime material.* The characters act as if they have taken a short rest.

Shaula will leave the characters unconscious if she defeats them, her dominance proven. Shaula uses the stat block for a **Night Hag**.

Conclusion

Expected Duration: 10 minutes

Success

When the party returns to Sorrim and informs him about what they learned of the sword's fate:

"It brings me comfort that you have learned something of the fate of Daern's Blade. It is unfortunate that a fellow priest was misguided in his faith. Though I am sure it was with the best intentions, it is as they say, that the road to the abyss is paved in good intentions. Please, accept your reward and my gratitude. With this information, I may just be able to locate the blade."

The characters are paid by Sorrim and also receive 300 gp and a +1 short bow from the thankful pilgrims as they all line up to pass their donations to the characters one at a time, touching their clothes and speaking prayers to Ilmater.

Failure

If the party failed to learn what happened to the blade:

"This worries me greatly. Without finding the blade and performing the Passing of the Blade, I fear Ilmater will not receive his day of reprieve and Faerûn will continue to suffer terrible events like those we have seen in the recent past. I will continue to pray for guidance."

The characters do not receive payment from Sorrim, but do still are awarded 300 gold and the +1 short bow from the grateful pilgrims.

Rewards

Make sure the players note their rewards on their adventure logsheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP per Foe
Night Hag	1800
Large shadow	450
Shadow	100

Non-Combat Awards

Task or Accomplishment	XP per Character
Learn about the Festival of Stars	150
Discover who stole Daern's Blade	350

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

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

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP
Sorrim's Payment	400
Pilgrim's Gifts	300

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

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Scroll of Burning Hands

Scroll, Uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

Potion of Healing

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

Short Bow +1

Weapon (shortbow), uncommon

This shortbow is crafted from darkwood. Red and blue feathers adorn the top of the bow. You have a bonus to attack and damage rolls made with this magic weapon

Renown

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

DM Rewards

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix: Monsters/NPC Statistics

Night Hag

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 122 (15d8 + 45)

Speed 30 ft.

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

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

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

Condition Immunities Charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (700 XP)

Amphibious. The hag can breathe air and water.

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

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

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

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

Actions

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

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

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

Nightmare Haunting. While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. As long as the contact persists, the

target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces a target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the *grater restoration* spell or similar magic.

Shadow

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Player Handout 1: The Tale of Ilmater's Lost Love

In a time before the archmages of Netheril learned magic from the high elves, Ilmater enjoyed his lot in the heavens. He was humble, patiently herding celestial cattle and healing those who came to his farm. His deeds of compassion had become well known among the deities of the Realms.

It was during this time that Ao, the Overgod of Abeir-Toril, heard of Ilmater's characteristics, and knew that he was a match for his youngest daughter.

Her name has been forgotten to time, but she was beautiful, and she would weave cloth from wool of the celestial sheep, and make clothing for the other Deities of Ao's court, yet her father knew that sadness gripped her heart. She spent so much of her time clothing others, that she feared she would never find one with compassion and ability to love that mirrored her own.

Ao introduced his daughter to Ilmater, and they instantly fell in love. Soon though the Celestial cattle began to roam wild, and the clothing of the gods became tattered and the celestial sheep began to braid and disturb the revelry of the gods with their moans to be sheared.

The suffering of the gods and other beings of light became known to Ao. He was asked to find the reason for their extended suffering, and he had to look no further than Ilmater and his daughter, to find the cause. They had become as one, and spent all their time caring for each other, and had neglected their duties to others.

In a fury Ao, sundered the two, sending Ilmater to atone by joining the Procession of Justice with Tyr, to ease the suffering of those beings on Toril, not to be reunited with his beloved until the suffering on Toril is no more.

The tears of Ao's daughter filled the inner sea, but still he did not relent on his punishment. It continued until the humans pushed out the ogres and established Hawksroost, finding among the relics of the area, this tale of woe. In a tomb, not far from here, they found the sword that would be later known as Daern's blade and performed the first passing of the blades, where they took on the suffering of the others on Toril for a short time, so that Ilmater could again be with his love.

Annually this was done until the fall of Hawksroost, and now we look for Daern's blade to again allow Ilmater a chance to see his love.

Player Handout 2



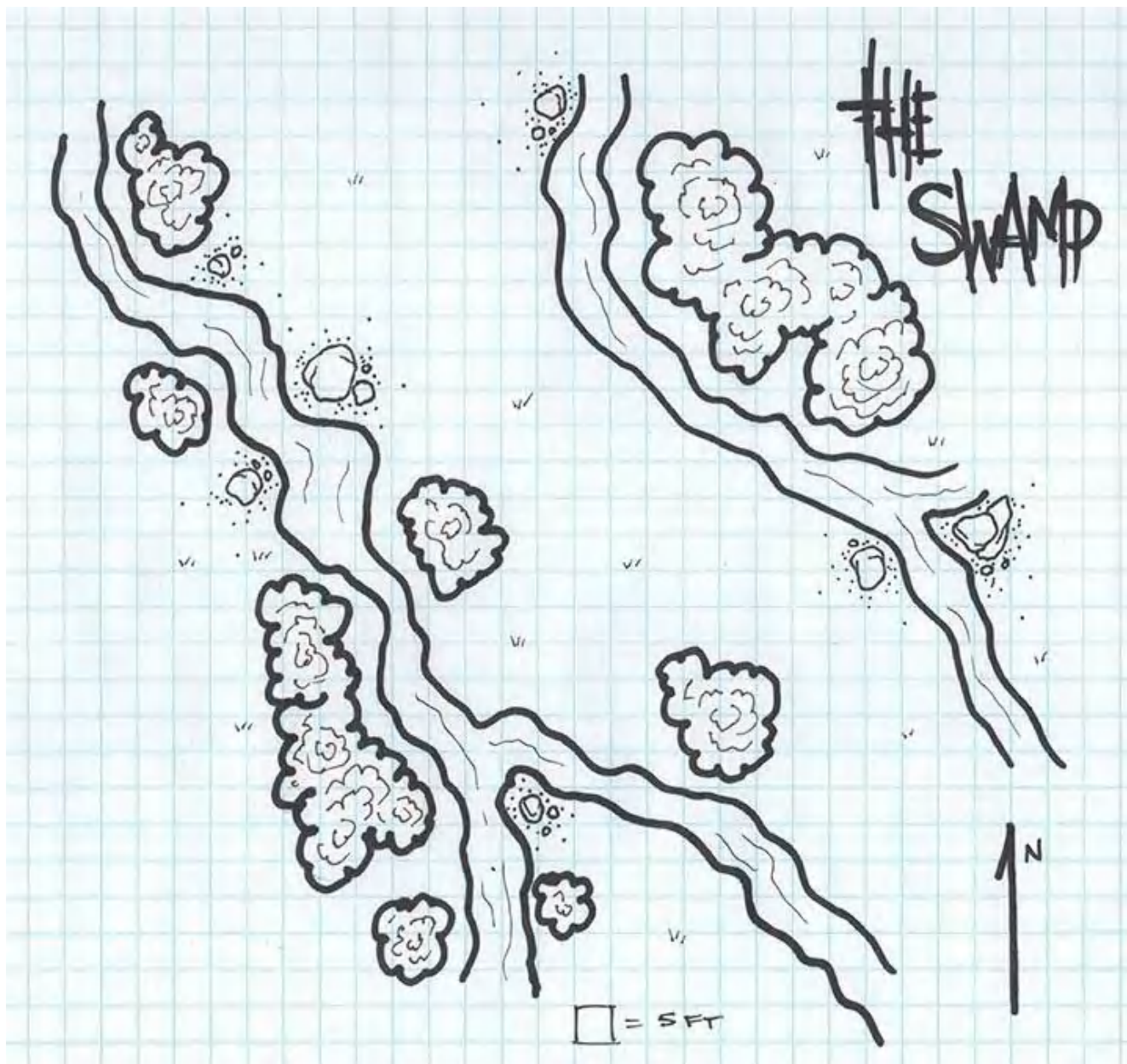
Player Handout 2



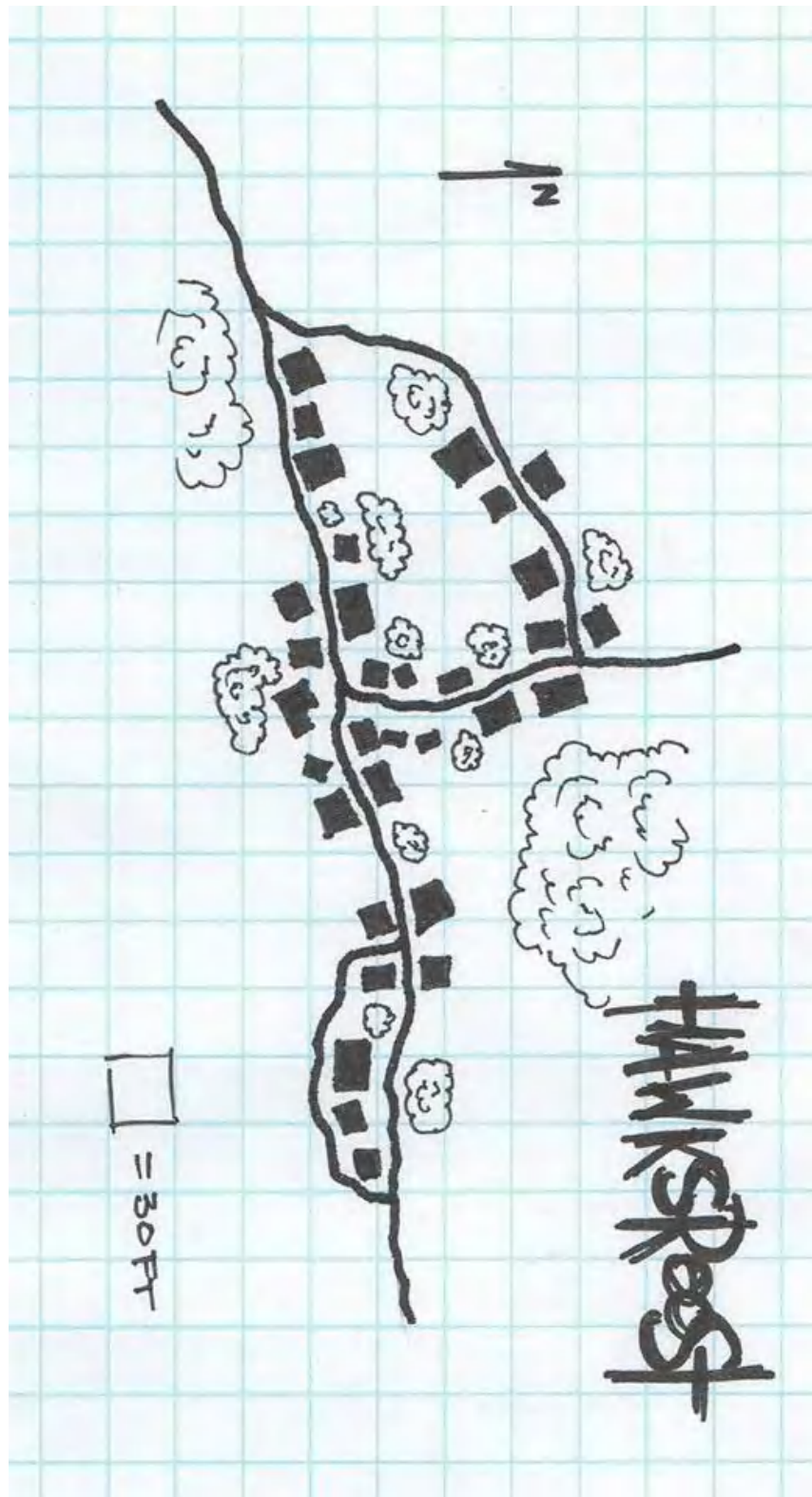
Map Handout 1: Hawksroost



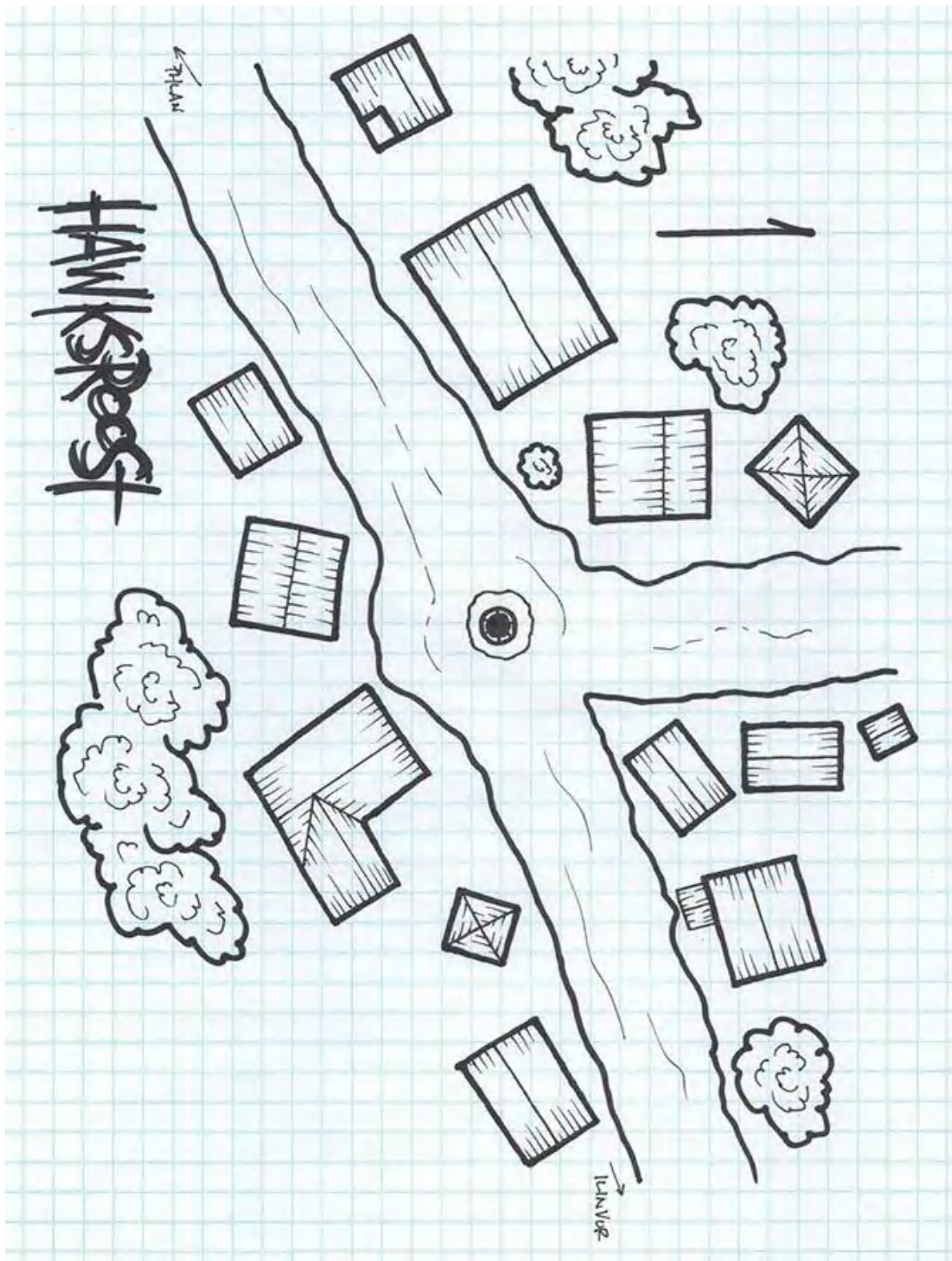
Map Handout 2: Swamp Battlemap



Map Handout 3: Old Hawksroost



Map Handout 5: Hawksroost Battlemat



DMs Handout: Shadow Hawksroost

The Ire of Shadows – Disruption Points

As the characters explore Shadow Hawksroost they can draw the attention of the attending spirits that dwell in this mysterious place. The longer they linger and the more they disturb will cause a confrontation with these spirits.

Below are some examples of how the party can attract the shadow's attention.

- Talking to a Shadow Resident (only if talking about things that are out of place/time) – 1 point
- Attacking a Shadow Resident – 2 points
- Touching the Sword of Daern – 2 points
- Stealing the Sword of Daern – 5 Points

1 point – You start to feel as though someone is watching you.

2 points – You see shadows moving in the distance, always near, but never staying in sight long.

3 points – Attacked by Shadows.

4 points – Shadow buildings and residents begin to fade away, but not totally.

5 points – Attacked by Shadow Ogres.