



BLOOD AND FOG

Heavy mists have plagued the area around Phlan for weeks, even after the reported death of Vorgansharax, the Maimed Virulence. People have been disappearing in those deadly fogs, and now dead bodies are turning up. A D&D Adventurer's League adventure set in the Quivering Forest.

A 4-hour Adventure for 5th – 10th Level Characters



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Introduction

Welcome to *Blood and Fog*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system. This adventure takes place after the events of *DDEP4 Reclamation of Phlan*.

This adventure is designed for 5th through 10th level characters, and is optimized for five 7th-level characters. Characters outside this level ranges cannot participate in this adventure.

This adventure takes place outside of Phlan, and all activity is inside the Quivering Forest. Knowledge of the Ravenloft campaign settings and the *Curse of Strahd* adventures (specifically [DDAL04-02 The Beast](#)) is quite helpful but not required.

The D&D Adventurers League

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

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

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

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

<http://www.dndadventurersleague.org/>

Preparing the Adventure

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

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

Before Play at the Table

Ask the players to provide you with relevant character information:

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

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

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

conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

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

Adjusting the Adventure

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

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

This adventure is **optimized for a party of five characters of level 7**. To figure out whether you need to adjust the adventure, do the following:

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

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

Determining Party Strength

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

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

Running the Adventure

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

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

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

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

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

Downtime and Lifestyle

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

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

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

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

Spellcasting Services

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

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. An organization providing spellcasting services can provide no more than **three spells per day total**, unless otherwise noted.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

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

Spellcasting Services

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection*</i>	3,000 gp
<i>True Resurrection*</i>	50,000 gp

*These spells require an additional expenditure of downtime days (150 for resurrection and 350 for true resurrection). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

Acolyte Background

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

The only active temple in Phlan now is dedicated to **Kelemvor**. As such, only acolytes that worship **Kelemvor** are eligible to receive the benefit of this background in this adventure.

Character Disease, Death, and Recovery

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

Disease, Poison, and Other Debilitating Effects

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

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

Death

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

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

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player

would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

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

Faction Charity. Faction Charity is not available in this adventure, as the Faction Charity only affects characters of levels 1 to 4.

Background

The Mists of Barovia have been plucking trophies from Faerun for many years, and many cultures have developed legends and myths about those Dark Powers. For one ancient fey race, these Mists were brought to the world by "the Bloodlord", and while they were unable to record much about him what little they did record was chilling.

Deep inside the Quivering Forest is a collection of standing stones. These stones are now formed in the shape of a humanoid effigy, but once held the carved and recorded story of these ancient people. Some of the carvings that yet survive show the forming of the Mists over Phlan and the taking of the city by the Maimed Virulence, Vorgansharax, as happened in recent months.

Prior to the arrival of the Mists, though, the Forest was protected by powerful fey enchantments and contracts. But when the Mists receded and the hag Jeny Greenteeth disappeared, many of the protections she created disappeared as well. Now the Forest has been invaded by gnolls, and many of the remaining fey creatures are upset by the presence of these foul beasts.

The gnolls have legends of their own, and upon finding the standing stones have discovered that their own stories of the Bloodlord are now corroborated. They now seek to perform a series of significant blood sacrifices as they hope to bring the Bloodlord into Faerun.

Overview

The characters begin their day patrolling the trade road outside of Phlan, and as their shift comes to a close they become involved in a gnoll assault on three humans. Though the humans all die, they can track the gnolls through the Quivering Forest. A

number of fey creatures are not pleased with the characters traipsing through their homes and have enacted powerful enchantments to keep them out.

The gnolls are discovered to be looking for a way to bring “the Bloodlord” into the world. This being seems to be powerful and ancient, as evidence of this creature is later discovered on a standing stone in the heart of the wood.

A powerful gnoll and his demonic ally attack the party to keep knowledge of the other sacrifices secret and safe from prying eyes. Screaming about “the Bloodlord”, the gnoll wades into battle...

Adventure Hooks

This adventure does not require many specific story hooks and can easily be inserted into other long-running adventures:

Characters that have escaped from Barovia:

The Mists that took you to Barovia are still present around Phlan. While not as thick, dead bodies are beginning to show up – all drained of their blood and their hearts removed.

Faction duties: The various factions of the world are all keenly interested in the activities around Phlan. Your faction head has assigned you to guard duty outside the town, but has also told you to be on your toes as curious events are still unfolding. Be vigilant, be safe! This hook works best when this adventure is run as an interlude between other regularly-scheduled game days.

Already in Phlan: Nearly two dozen people have been reported missing over the last several weeks. Bounties are posted for the successful return of each of them. They were all last known to be leaving the town on day trips outside the walls, with many heading towards the general vicinity of the Quivering Forest.

Feasting Hounds

Expected Duration: 45 minutes

This adventure takes place entirely within the Quivering Forest, north of Phlan. If the characters wish to depart the Forest and enter the city, they may do so – but there is no guidance in this adventure for those events.

You Can't Spell "Slaughter"...

As the city of Phlan rebuilds, the characters have been tasked by their factions with patrolling the outskirts of the city to secure the trade road. While this sounds mundane, things take a turn in short order.

The open field to the north of Phlan is chill as the late-morning fog recedes back into the Moonsea. Recent events in that city have rocked it to its core but the people are resilient and are rebounding at an incredible rate. You've been tasked with securing the northern trade road and while the last few days have been quiet it appears that today will be a different story.

Off to the north, near the edge of the Quivering Forest, a tremendous howl tears through the air and is immediately followed by a scream that is cut short. You can spot movement just inside the tree line.

The tree line is several hundred feet away, and the characters can see several shapes: some look humanoid, and some look canine, but they all appear to be fighting.

Once the characters get to the tree line, they can see the following:

The carnage in the trees is staggering. Two men have been torn apart and it looks like their chests have been punched clean through, and three bloody humanoid forms glare hungrily at you. They all have a canine head, and all are expelling bloody froth from their mouths.

With a roar, they leap in your direction with their weapons raised!

Three **gnoll fangs of Yeenoghu** are attacking the characters, having just finished off two scouts from the city of Phlan.

Adjusting the Encounter

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

- **Very weak or weak party:** no changes
- **Strong party or very strong party:** add one **gnoll pack lord**

Tactics

The **gnoll Fangs of Yeenoghu** are in the throes of blood ecstasy from their recent kills. The characters interrupted the gnolls as they feasted on the hearts of their victims, and they fight recklessly. If the **gnoll pack lord** is present, it will hang back and pepper the characters with arrows while using its Incite Rampage ability as often as possible. The Fangs fight to the death, but the pack lord is smart enough to flee if combat goes against the gnolls.

Development

After combat has concluded, the characters can investigate the bodies.

Wisdom (Medicine) DC 12: the humans have multiple bite marks and claw wounds, and have had their hearts removed (likely by the gnolls). They were probably alive when this was done.

Intelligence (Investigation) DC 16: the gnolls all have severely matted fur and are riddled with lice; this is uncommon for gnolls as they typically take pride in their hides, often decorating with small skulls and other trophies. They also bear a brand on the back of their necks: a three-headed flail.

Intelligence (Arcana or Religion) DC 14: once the characters have discovered the brand, they can determine that this marks the gnolls as devotees of Yeenoghu, the demon prince of gnolls. While not a true deity, Yeenoghu is tremendously powerful and his followers are often more fanatic than truly faithful.

Once the characters have had a few moments with the bodies, they can hear a sound in the nearby brush.

... Without "Laughter"

Huddled in the brush nearby is a grievously wounded young woman. Clothed in scraps of clothing that at one time were likely of great value, she shows evidence of torture. Numerous bite marks and scratches cover her flesh, and her eyes glint with madness. She is giggling to herself, and as you draw close these giggles become a full-on raucous laugh.

This young lady is Maerion Thistledove, but she is no condition to communicate unless the characters have some way to restore her mind and sanity. Thankfully, a *calm emotions* spell will suppress her madness and a *lesser restoration* spell is sufficient to cure it. Without these spells (or something more powerful) she is unable to communicate – even telepathically, her mind is as jumble of madness and rage. Her body is another story, however; she is not a hardy adventurer and she has experienced many grievous injuries. Even with magical healing her body cannot sustain itself and she will die within 5 minutes of the characters discovering her.

If the characters can restore her sanity, she can share the following:

- She and her brothers were waylaid on the road by the gnolls
- They were captured three days ago and held in tiny, cramped cages.
- The gnolls have captured several other people and alternate between torturing these people and simply eating them. There does not appear to be a pattern to this activity.
- The cages are near the standing stones, deeper into the woods. “Follow the white gravel”, she whispers.
- The dead men here were her brothers; they broke out of their cages and were running to Phlan when they were attacked.

Treasure

After Maerion dies, the characters can take her necklace if they like. It is a fine silver chain with a set of clasped hands in place of a pendant; religious characters may recognize this as the sign of Ilmater. It is worth 250 gp.

Advancing the Adventure

It is not difficult to find the white gravel that Maerion described. If she died before she could share this information, a DC 10 Wisdom (Survival) check allows the characters to identify the gnoll tracks as coming from deeper in the woods, and a DC 14 Wisdom (Perception) check allows the characters to hear the whooping call of a gnoll warband further inside the forest.

Advance to Part 2: The Fey Wood.

Part 2. The Fey Wood

Expected Duration: 30 minutes for combat encounters, 15 minutes for non-combat encounters

The Quivering Forest has long been a bastion of fey power. The elves of Greenhall once called this place home, though when the Mists of Barovia came through (at the same time as Vorgansharax, the Maimed Virulence was attacked in Phlan) the elves disappeared, along with a powerful hag named Jeny Greenteeth. Without these two forces, the remaining denizens of the Forest are acting without guidance – and the region is more dangerous than ever.

Modular Adventures

There are more encounters detailed here than a standard group of players will have time for. The intention of this concept is to either roll randomly or simply choose from the following:

- 1 encounter from: **Munchings and Crunchings** or **The Bloodlord?**
- 2 non-combat encounters from: **The Road So Far**, **Fey Enchantments**, **Cuddle Pile**
- **A Blight Upon the Land**
- **The Shuffling Dead**

These encounters can occur in any order, but **The Shuffling Dead** should be the last encounter before the characters arrive at **The Cairn Stones**. A suggested path through the Quivering Forest is:

- **Cuddle Pile (non-combat)**
- **The Bloodlord?**
- **Fey Enchantments (non-combat)**
- **A Blight Upon the Land (non-combat)**
- **The Shuffling Dead**
- **The Cairn Stones**

Be careful when choosing a path for the characters as D&D Adventurers League adventures must adhere to specific experience guidelines. Characters should receive appropriate rewards for their efforts and although we cannot exceed the maximum experience point reward, we also cannot justify awarding them less than the posted minimum!

Furthermore, the combat encounters are highly adjustable. Feel free to keep the layout simple if you battle maps, and you can always include interesting terrain effects like mud, fallen logs, and so on to keep things fresh for your players! There are no combat maps provided for these initial encounters.

Munchings and Crunchings (combat encounter)

The stone path winds between the towering trees of the old growth part of the Quivering Forest. The shadows grow long, and in time any character with a passive Perception of at least 14 can hear the low growling and snapping sounds of a large creature finishing a meal. Behind an enormous oak tree is a **shoosuva**, a demon that looks like a cross between a hyena and a scorpion and is covered in white fur. It is munching happily on a recent kill: an elf.

Adjusting the Encounter

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

- **Very weak or weak party:** any creature that acts before the **shoosuva** in the first round has advantage on their attack roll
- **Very strong party:** the **shoosuva** has advantage on its attack rolls during the first round of combat against creatures that it beats in initiative

Tactics

The **shoosuva** is vicious but not very smart. It will attack for the first two rounds, but will attempt to run away during the third round. If it does, it rejoins the **flind** at the gnoll camp later in the adventure.

Treasure

The elf was carrying a *potion of greater healing*, and no longer has a use for it.

The Bloodlord? (combat encounter)

The characters can make out the sounds of a fast-paced, high-pitched conversation in the near vicinity. The voices are unmistakably sylvan in origin and very likely fey; a successful DC 14 Intelligence (Nature) check reveals that a quickling and a darkling are arguing in Sylvan about whether they should trust “the dogs”. After a few moments, a deep, gravelly voice speaks – though its voice is intermixed with small yips like that of a dog. A successful DC 14 Intelligence (Nature) check reveals this to be a gnoll; in its native language it is asking the fey if they “understand that [he] can hear them”.

As their conversation unfolds, details of prisoner sacrifice begin to flow. The fey are not in favor, as this is the demesne of Jeny Greenteeth and although she is temporarily absent, she will bring swift retribution to those that violate the “old

agreements". The gnoll's rebuttal is simple: "She's not here. We are. We will bring forth the bloodlord!"

If the characters have not already initiated combat by the time this is uttered, one of the quicklings spots them and screams out a tinny, high-pitched warning to its allies.

Adjusting the Encounter

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

- **Very weak or weak party:** remove one of the **quicklings**
- **Very strong party:** the **quicklings** have advantage on their initiative checks

Tactics

The **gnoll Fang of Yeenoghu** is independent and will attempt to put the fey creatures between itself and the characters if possible, but is a savage combatant.

The two **quicklings** scurry about and attempt to harry spellcasters or ranged attackers that make a show of trying to stay out of combat. They rely on their high speed and armor class and are not afraid to provoke an attack of opportunity if needed.

The **darkling elder** is bonded to the **yeth hound**, and will command it to use its bay ability as often as possible. The elder will place darkness on the most threatening melee combatant at its first opportunity.

Treasure

The gnoll was carrying a *potion of greater healing*, and has no apparent use for it now. If the gnoll was captured and the characters question it, it only speaks in Gnoll to them. Its cowardice wins out with marginal threats (as it was just bested in combat) and it blurts out "The bloodlord will return! The bloodlord sent the mist!"

The Shuffling Dead (combat encounter)

The white gravel path leads further into the Quivering Forest, and eventually the crunching of stones beneath the feet of the characters becomes intermingled with the crunching of stones under the feet of someone – something – else. If the characters stop and listen, they can make determine that a large group is nearby but they do not seem to be paying attention; the yipping of gnolls in their native tongue indicates that they are making fun of the "stupids" instead.

Peering into the upcoming clearing, the characters can easily see a group of five **gnoll witherlings** and two **gnoll Fangs of Yeenoghu**.

Adjusting the Encounter

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

- **Very weak or weak party:** no changes
- **Very strong party:** the **gnoll witherlings** gain the *pack tactics* feature; they have advantage on any melee combat rolls they make if one or more of their allies is adjacent to their target.

Tactics

The **gnoll witherlings** are very close to mindless and will attack any non-gnoll until instructed otherwise.

The **gnoll Fangs of Yeenoghu** are vile and delight in tormenting their opponents. They yip with glee and fling spittle around in a sort-of frantic dance as they fight.

Treasure

The gnolls carry a pouch with 50 gp and a journal written in Abyssal. The journal is point of view of another gnoll, likely a wizard or powerful cleric of Yeenoghu, and details its research into "the Bloodlord". This creature apparently exists somewhere outside of Faerun and sometimes sends its agents – "the Mists" – into the world to grab new victims. It is the theory of the journal's author that a massive blood sacrifice will entice the Bloodlord to come to Faerun and take physical form.

The Road So Far (non-combat encounter)

The Quivering Forest has long been the home of various fey beings, and they protect their homes with potent spells and enchantments that are incredibly hard for non-fey to detect. As the characters follow the white gravel path, read or paraphrase the following:

The path has been winding and twisted, but the section before you just seems to go on forever with no end in sight.

The characters begin to see the same trees over and over, as if they are walking in circles – but the path itself is straight. If they leave the path, non-fey characters immediately lose sight of the path and their allies on the path immediately lose sight of

them. The path in this part is enchanted so that only fey creatures can advance safely. Any character that leaves the path can find their way back in an hour with a successful DC 12 Wisdom (Survival) check; failing this check means that the character has become terribly lost and only returns to their allies after four hours of effort as they find themselves back at the edge of the forest (where the adventure began); a successful Wisdom (Survival) DC 14 check reduces the amount of time by half.

For characters that choose to stay on the path and investigate their circumstances, consult the following or create your own options:

- **Wisdom (Insight) DC 10:** the surrounding landscape is repeating, but the rocks beneath your feet are not; this indicates that you are still traveling forward but powerful enchantments are clouding your perceptions
- **Intelligence (Arcana) DC 12:** the air surrounding the path has a definite enchantment laid upon it; it is old fey magic. Casting *antimagic aura* or *dispel magic* (DC 18) will disrupt the enchantment and allow the characters to proceed unimpeded.
- **Intelligence (History) DC 12:** the fey creatures that populate the Quivering Forest enjoy riddles and puzzles. If the characters have already succeeded on an Arcana or Insight check, they may realize that by closing their eyes or walking backwards they may be able to ‘trick’ the enchantment. In truth, doing either of these allows the enchantment to dissolve for the characters so that they can proceed forward.

After the characters figure out how to escape from the path, they face another challenge: the white gravel path descends into a ravine. The ravine has no light and much like the path is enchanted by the native fey. Characters that use darkvision can follow the path without issue, but using any form of light (magic or otherwise) causes the air to be sucked out of the ravine; creatures holding or using a light source begin to suffocate until the light source is extinguished. A stone outside the ravine bears a symbol of an eye with a large “X” over it; any character that closes their eyes and proceeds forward can move without issue (even if they have a light source in effect, so long as they keep their eyes closed). A DC 14 Wisdom (Insight) check may give the characters some hint that keeping their eyes closed may be key here.

Leaving the path to walk around the ravine has the same effect as earlier: non-fey creatures become lost very quickly.

Fey Enchantments (non-combat encounter)

DM’s Note:

This encounter is unlikely to be a rewarding or interesting one if the characters all have high Wisdom saving throw bonuses, resistance to *hold person*, or if the party is comprised of all fey characters.

The gravel path eventually leads the characters into a large clearing:

A pleasant bit of light shines into the clearing ahead. You can detect the lightly sweet smell of flowers in bloom. The space to either side of the path is full of brambles and briars; it appears that your path is explicitly forward.

Any fey characters may proceed through the clearing without issue, but non-fey creatures are affected by a *hold person* spell (DC 18; lasts for one hour) when they get near the center of the clearing. Any character that succeeds on their saving throw is targeted a second time; succeeding a second time allows them to pass through this area without trouble. Any character that has previously earned the favor of Jeny Greenteeth in a previous adventure automatically succeeds on this saving throw.

Characters that are affected by the *hold person* spell are then able to hear a whispered message in a liltingly-accented Common telepathic message:

“You must keep this after you give it away, but it has no inherent value. What am I?”

The correct answer to this is “your word”. Only one character needs to answer this correctly, though as they are all held in place they should be answering this by passing a note to you and not discussing it verbally unless the characters are otherwise telepathically linked. If the players are struggling with this, allow them an Intelligence check before giving them a hint.

Once they solve this riddle, another message is telepathically given to them:

"I have rivers without water, forests without trees, mountains without rocks and towns without houses. What am I?"

The correct answer to this is "a map". The characters should use the same tactics to solve this riddle. When they solve it, the entire party receives a third and final message, this time in a gurgling voice like that of a drunken and sinister old woman:

"You have answered my riddles dearie, but know that I am still watching you. You should be kind enough to come visit me when you are done playing in the mud, you know. I have cookies!"

The voice carries a sinister undertone despite the superficially cheery message. Any character that has previously interacted with the hag Jeny Greenteeth immediately recognizes her voice and can assume that this clearing is but one of her many traps and protections laid upon the Quivering Forest. Characters that have not previously met Jeny can immediately understand the tone of Jeny's voice but may not realize who they just heard.

Jeny's hut used to stand near this clearing, but was transported away when the Mists came through this place. She is no longer in the Forgotten Realms, though she can be found in Barovia now (refer to the *DDAL04* series of adventures). The messages that occur here are merely long-standing enchantments that she placed, and she is not present at this time.

Cuddle Pile (non-combat encounter)

In the near distance the characters can see a curious thing: a group of woodland creatures seems to have gotten tangled together.

Some thirty feet ahead of you is a large pile of writhing animals. They are emitting shrill cries of pain and anguish and seem to be stuck together. In the pile you can see rats, a fox, a rabbit, a coyote, a few snakes, and more.

The characters can skirt around the pile of animals, but should they choose to interact with them they should see the following:

The animals appear to be stuck in more ways than one. Some of them look like they have had their tails tied together, others look like some kind of foul liquid has cemented them to their neighbor.

The characters can attempt to rescue the animals. A DC 14 Dexterity check can begin to unravel the creatures, and only a single character at a time can attempt to untangle the pile. Creative usage of spells (for example, casting *sleep* or *grease* on the pile) grants advantage on that skill check. Characters may also wish to make a DC 10 Wisdom (Medicine) check to identify the state of the creatures; they are all injured, exhausted, and dehydrated but will survive so long as they can go their separate ways soon. An Intelligence (Nature) check at DC 10 identifies the "foul liquid" as a mix of excrement and mud that has hardened to a nearly cement-like rigidity.

If the characters succeed on their Dexterity check three times, they can free the beasts. If they fail a check by 5 or more, they take 3 (1d6) points of piercing damage as the panicked animals bite the characters. They can attempt this Dexterity check as often as they like.

Once the animals are free, most of them scamper away. However, one fox remains on the path and yips at the characters in thanks. If the characters follow it, it leads them a few hundred yards ahead and paws at a large piece of wood before disappearing into the Forest. Beneath the wood is a carefully-wrapped parcel containing a pair of silver earrings worth 100 gp. Additionally, any character that directly participated in freeing the animals has advantage on their next saving throw during this adventure.

A Blight Upon The Land (non-combat encounter)

Across the path ahead are strewn multiple bodies, all in various states of decomposition.

As you round a bend in the path and clear a large copse of maple trees, you spy a pile of bodies lying on the path ahead. Most of them are tiny fey creatures like quicklings and darklings, but a few humans and elves can be seen. They have all been exsanguinated and have had their hearts removed.

Each of the bodies has a pair of holes in their neck, and a DC 16 Wisdom (Medicine) check confirms that these holes were made by tubes and needles – not

teeth. Without this check, the characters are likely to assume that the creatures here were killed by a vampire.

Characters that examine the area may make a DC 14 Intelligence (Investigation) check. On a success, they see that all the vegetation around the bodies has died. Characters that are investigating the bodies should also make a DC 12 Wisdom (Insight) check; on a success, they can feel something watching their movements.

A large, greasy-looking raven is perched in a nearby tree and is watching the characters with pointed interest. If the characters spot the bird (it is hiding and requires a Perception check of 16 or higher), it screeches loudly and flaps its huge wings, escaping immediately. As it leaves it drops a gold coin from its mouth. This coin is only worth 1 gp, but is emblazoned with a raven on one side and the noble-looking man in formal dress on the other. Characters that have played of the *Curse of Strahd* adventures aside from *DDAL04-01* immediately recognize the coin as being from Barovia. The coin is constantly cold to the touch but pulses and thumps like a heartbeat in the pocket of its carrier.

Part 3. The Cairn Stones

Expected Duration: 75 minutes

The characters have discovered the location of the gnoll camp, and have the opportunity to rescue the remaining prisoners!

General Features

The features listed here are present for the entire facility.

Light. This part of the forest has a very dense canopy and is considered dim light.

Temperature. The temperature here is much colder than the rest. Frost covers the stones and the vegetation crunches underfoot, but does not impose disadvantage on stealth checks.

The Cairn Stones & the End of the Path

As the characters progress deeper into the Quivering Forest, they begin to notice small bundles of sticks. As they walk further, the bundles take a more humanoid shape and grow in size, the largest of them being about twelve inches from top to bottom, and all of them are hanging from tree branches.

After two miles of this, they come to a clearing. Lashed to a stand of trees are four very large humanoid effigies. Standing almost fifteen feet tall, they are quite an imposing sight. A DC 10 Intelligence (Religion) check shows that these effigies are clearly dedicated to some deity or force, but it is not clear to whom.

This Looks Familiar!

This location is very similar to a location from *DDAL04-02 The Beast*. The correlation is intentional; when the Mists of Barovia claimed sections of the Quivering Forest and brought those chunks of land into Barovia, echoes of the land remained in Faerun. This place still holds power and now that gnolls have claimed it, its purpose may be revealed in time.

The white gravel has led you to this clearing deep inside the Quivering Forest. Several tall stones stand in the open space, their features long since erased by the elements but still bearing a vaguely humanoid appearance. Between them can be seen a number of weather-worn stones, some of which have prisoners shackled to them – and evidence of the gnoll encampment. The stench of death and decay hangs heavy in the air.

As you take in the environment, one of the prisoners calls out to you. “HELP! They’ll be back soon – you have to get us out of here!”

The gnolls have made camp here among the massive stone effigies. Numerous boxes are scattered around the clearing and six prisoners yet live, shackled to the large stones. Some of the boxes hold useless, broken goods while others hold the refuse of past meals – likely other former captives. The camp is untended for the moment.

The prisoners are held by low quality chains (AC 13, 20 hp). The characters may attack the chains or, if a character is using a set of thieves’ tools, release the locks with a successful DC 12 Dexterity check.

Once the first prisoner is released or one minute has passed, the **flind** and her allies return to camp and calls them out!

Adjusting the Encounter

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

- **Very weak or weak party:** the **flind** arrives at the beginning of the second round of combat

The prisoners all have an AC of 8 and 3 hit points. All attacks against them have advantage and even once freed are unable to defend themselves due to their abuse at the hands (paws?) of the gnolls.

The **flind** is immune to the curse of her **berserker flail**, as it was a divine gift (possibly from Yeenoghu, or perhaps the Blood Lord).

Development

The **flind** is the commander of the gnoll camp and is accompanied by two **gnoll druids** and a **leucrotta**. The druids will attempt to entangle the characters while the flind and leucrotta work together to wear down combatants.

These creatures fight to the death.

Once the gnolls are defeated, the characters can explore the camp. They find body parts from easily two dozen people (mostly humans and elves), and jars full of blood. They also find a leather-lined trunk that has been filled with extracted hearts; the smell is foul but it confirms that the characters may already be suspecting: the gnolls are seeking to perform a blood ritual to bring the Bloodlord into the world. The flind is carrying a journal that details the needs of the ritual: three hundred victims, all fresh, and that she would need to gorge on their blood and hearts during the casting. It does not

indicate how far along this plan has gotten. A small yipping noise can be heard beneath the pile of hearts and the journal once this box has been opened. This noise comes from a very small, malnourished silver-furred wolf puppy. Any character proficient in Nature automatically knows that this puppy is indeed a wolf and is not part of the gnoll clan (which typically appear more hyena-like). It is too weak to walk, but will attempt to lick the hands and face of any character that picks it up.

Proceed to **Conclusion** when everyone is ready.

Treasure

The treasure here is not measured in gold pieces alone, but also in knowledge. If the characters take some time to examine the stones, they can begin to piece together some history and learn more about their significance. With some gentle scraping and cleaning they can find a series of carvings that are heavily damaged by the elements and time; taking a rubbing of these carvings and recording the location of these stones is worth a significant amount to the sages of the Library in Phlan.

The carvings show a castle, a massive dragon, and some waving lines that represent wind or mist. With a successful DC 10 Intelligence (History) check, the characters can determine that these carvings tell of the coming of the Mists to the city of Phlan – the large dragon is Vorgansharax. Any character that participated in *DDEP4 Reclamation of Phlan* automatically succeeds on this check. Any character that has met Strahd Von Zarovich in another adventure recognizes his visage in another ancient carving, which shows him atop a pile of dead bodies wearing modern-styled armor.

Additionally, one of the flind's flails is magical. It is a **berserker flail**, and its details can be found at the end of this adventure.

Advancing the Adventure

Once the characters have defeated the gnolls and their allies, they can attempt to escape the Quivering Forest with the remaining prisoners. The wolf puppy can be retained by one of the characters if they so desire.

If the characters have not yet had a sufficient challenge (or too many of the prisoners have died), feel free to add in a small encounter to ensure that the characters achieve their experience goals and have an appropriate challenge.

Some sample encounters:

- 2 gnolls and 4 gnoll witherlings
- 3 quicklings
- 1 gnoll Fang of Yeenoghu and 4 gnolls

Conclusion

As the characters return to Phlan, they may have an entourage with them. If they rescued the prisoners, those poor souls are extremely thankful to be returned to their city. If they rescued the small puppy, they must decide what to do with it.

Characters that participated in *DDAL04-02 The Beast* recognize the puppy here as being the same one from that adventure. However, it was insinuated in that adventure that the puppy was a young trueblood werewolf – but there is really no way to prove that fact in Phlan unless they can trigger a transformation.

If the characters elect to keep the puppy, only one of them may do so.

Regardless of other decisions, the characters are eligible to receive their payment for their work; their faction supervisors arrange for a payment of 350 gp to be delivered to them as thanks for their efforts in dealing with the gnolls.

Surrender the Puppy in Phlan

The playful puppy does not appear to be pleased with your choice to leave it here. It whines and makes big sad eyes at you, and the new owner simply scratches it behind the ears while saying “There, there. You’re be a hunting dog in no time!”

Keep the Puppy:

Over the following days you can spend some time with the puppy. Its features are decidedly wolf-like but it seems friendly enough, and prefers to burrow into discarded shirts and pants when sleeping. It almost looks like its growing over night!

The puppy may become important in later adventures, but for now it is merely a standard wolf puppy. If one of the characters is willing to look after it, it is a non-combat pet that sometimes brings “presents” to its master – those presents are often just bits of bone or sticks, but sometimes it may bring back objects with inherent value. This is a roleplay tool for its owner to experiment with and has no true mechanical benefit. One character may choose to keep the puppy; whomever does this earns the “**I’ve Got a Puppy!**” story award.

The Carvings and Rubbings

If the characters choose to share their discovery of the specific carvings deep inside the Quivering Forest with either their factions or with the Library in Phlan, read or paraphrase the following:

The evidence as discovered in the Quivering Forest is disturbing, to say the least. Between blood-crazed gnolls and the fact that someone somehow knew about the dragon’s assault on Phlan long before it ever happened, those cairn stones represent something greater and older than Phlan itself.

You can’t shake the feeling that you may well be the one to explore that concept, and deep down you know that your troubles are only just beginning.

Would You Like to Know More?

If the characters develop some way to communicate with the puppy, it only knows its name – Emile Vaduva. It is still very young. While the Vaduva clan first appeared in *DDAL04-02 The Beast*, it is up to future adventure designers and Dungeon Masters to determine if this puppy is indeed the same as the one in that adventure.

The sex of the puppy is up to the player to determine.

Rewards

Experience

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

Combat Awards

Name of Foe	XP per Foe
Flind	5,000
Druid	450
Leucrotta	700
Gnoll pack lord	450
Gnoll Fang of Yeenoghu	1,100
Gnoll Witherling	200
Yeth Hound	1,100
Quickling	200
Shoosuva	3,900
Darkling Elder	450

Non-Combat Awards

Task or Accomplishment	XP per Character
Bring puppy to Phlan	50
Each surviving prisoner	50

The **minimum** total award for each character participating in this adventure is 3,750 **experience points**.

The **maximum** total award for each character participating in this adventure is 5,000 **experience points**.

Treasure

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

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

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

Treasure Awards

Item Name	GP value
Maerion's silver necklace	250
Rubbing of carvings from stones	750
Gnoll gold	50
Silver earrings	100
Faction payment (per person)	350

Potion of Greater Healing

Potion, uncommon

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

Berserker Flail

Weapon (flail), rare (requires attunement)

This battered flail is notched and covered in a patina of rust and dried blood. While wielding this flail you have advantage on Wisdom (Survival) checks made to track humanoids. Due to your intense desire to retain the flail, it costs an extra 30 downtime days to trade away as you experience severe withdrawal from its powers. A description of this item can be found in the *Dungeon Master's Guide*.

Permanent Magic Item Distribution

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

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

Renown

All faction members gain **one renown point** for completing this adventure.

Story Awards

I Got a Puppy! You chose to keep the wolf puppy that was trapped in the gnoll camp deep inside the Quivering Forest. It is incredibly friendly and knows a few tricks; sometimes it even brings you small presents like sticks, stones, or a dead animal. This silver-haired wolf pup never howls at the moon, but

does love to play in the woods and wander through heavy fogs whenever possible. This is a non-combat pet and is intended for roleplay purposes only.

Downtime

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

DM Rewards

You receive 10 **downtime days**, 1,250 **experience points**, and 650 **gold pieces** for running this adventure.

Appendix: Magic Item and Story Award Handouts

Berserker Flail

Weapon (flail), rare (requires attunement)

This battered flail is notched and covered in a patina of rust and dried blood. While wielding this flail you have advantage on Wisdom (Survival) checks made to track humanoids. Due to your intense desire to retain the flail, it costs an extra 30 downtime days to trade away as you experience severe withdrawal from its powers. A description of this item can be found in the *Dungeon Master's Guide*.

Description from *Dungeon Master's Guide* (this text may be updated in future errata): You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, your hit point maximum increases by 1 for each level you have attained.

Curse. This flail is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the flail, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

Whenever a hostile creature damages you while the flail is in your possession, you must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, you must use your action each round to attack the creature nearest to you with the axe. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

I Got a Puppy!

You chose to keep the wolf puppy that was trapped in the gnoll camp deep inside the Quivering Forest. It is incredibly friendly and knows a few tricks; sometimes it even brings you small presents like sticks, stones, or a dead animal. This silver-haired wolf pup never howls at the moon, but does love to play in the woods and wander through heavy fogs whenever possible. This is a non-combat pet and is intended for roleplay purposes only.

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DM Appendix: Phlan, Barovia, and the Mists

The Mists

When the massive green dragon Vorgansharax assaulted Phlan (these events unfolded in the *Tyranny of Dragons* season of *D&D Adventurers League* play), it kicked off a series of events that haunt the Moonsea to this day. The atrocities that it committed and the sheer glee that it exhibited caught the attention of powers not of this world, and those powers – the Dark Powers – sent the Mists to Faerun.

Whoever or whatever controls the Mists is unknown to sages, but this is not the first time that they have touched this world. Throughout Faerunian history the Mists have claimed victims, often going hundreds of years between appearances. However, this does not prevent legends from forming.

Deep inside the Quivering Forest the fey lived undisturbed for many years. In one of their clearings one of the fey races erected large stone effigies and carved into them the pictograph-based language they possessed. They transcribed the legend of the Bloodlord and how this creature could control the weather, taking his victims under the cover of darkness and fog – even going so far as to prophesize events that would occur long after this fey creature died.

Carved into one of those stones is the attack that the Maimed Virulence led upon Phlan. This carving predates many of the written languages of the world, and shows not only the victory of the bloated dragon but also seemingly intimates that a powerful creature would be released from those Mists as well.

Barovia

Barovia is the domain of Strahd Von Zarovich, a powerful vampire and nobleman that has ruled for centuries. The land that he governs is also his prison, and although he strains to find escape, deep down he is afraid that he will be here forever.

However, in his arrogance, Strahd will occasionally send his trusted allies or powerful minions through magical experiments. Sometimes these experiments result in him being able to see distant worlds but in some very rare circumstances he can actually speak with the denizens of those worlds – and in one particular case, he made such an impression that he would become known as the

Bloodlord to a young fey race on a world that would come to be known as Faerun.

Though Strahd cannot enter Faerun and has no idea that the people of that world have created legends of his power, he knows that someday he will find a champion to take his seat in Barovia so that he might roam free... where ever that may take him.

Phlan

The town of Phlan has seen an excessive amount of damage due to the dragon Vorgansharax's attack. However, they are rebuilding and expect to live as normal a life as possible as the years go on. Their trade routes have been restored now that the dragon and its minions have been driven out or destroyed – but those that escaped may still terrorize the town in the coming years and decades.

The Mists of Barovia still linger here in some small part. They may not be taking prisoners now but the fog around the city certainly isn't seasonally appropriate, and is always bone-chillingly cold. Who knows what the future holds, but it almost certainly isn't good.

Appendix: NPC/Monster Statistics

Darkling Elder

Medium fey, chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Skills Acrobatics +5, Deception +3, Perception +6, Stealth +7

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Death Burn. When the darkling elder dies, magical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area must make a DC 11 Constitution saving throw. On a failure, the creature takes 7 (2d6) radiant damage and, if the creature can see the light, is blinded until the end of its next turn. If the saving throw is successful, the creature takes half the damage and isn't blinded.

Actions

Multiattack. The darkling elder makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the darkling elder had advantage on the attack roll, the attack deals an extra 10 (3d6) piercing damage.

Darkness (Recharges after a Short or Long Rest). The darkling elder casts *darkness* without any components. Wisdom is its spellcasting ability.

Druid

Medium humanoid (gnoll), neutral evil

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 plus any two languages

Challenge 2 (450 XP)

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

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, or 4 (1d8) bludgeoning damage with *shillelagh* or if wielded with two hands.

Flind

Medium humanoid (gnoll), chaotic evil

Armor Class 16 (chainmail)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Con +8, Wis +5

Skills Intimidate +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Gnoll, Abyssal

Challenge 9 (5,000 XP)

Aura of Blood Thirst. If the flind isn't incapacitated, any creature with the Rampage trait can make a bite attack as a bonus action while within 10 feet of the flind.

Actions

Multiattack. The flind makes three attacks: one with each of its different flail attacks or three with its longbow.

Flail of Madness. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, and the target must make a DC 16 Wisdom saving throw. On a failed save, the target must make a melee attack against a random target within its reach on its next turn. If it has no targets within its reach even after moving, it loses its action on that turn.

Flail of Pain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, plus 22 (4d10) psychic damage.

Flail of Paralysis. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be paralyzed until the end of its next turn.

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

Gnoll Fang of Yeenoghu

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (hide armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Con +4, Wis +2, Cha +3

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Gnoll

Challenge 4 (1,100 XP)

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

Actions

Multiattack. The gnoll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Gnoll Pack Lord

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 2 (450 XP)

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

Actions

Multiattack. The gnoll makes two attacks, either with its glaive or its longbow, and uses its Incite Rampage if it can.

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

Glaive. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

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

Incite Rampage (Recharge 5-6). One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.

Gnoll Witherling

Medium undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	5 (-3)	5 (-3)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 7

Languages understands Gnoll but can't speak

Challenge 1/4 (50 XP)

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

Actions

Multiattack. The witherling makes two attacks: one with its bite and one with its club, or two with its club.

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

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

Reactions

Vengeful Strike. In response to a gnoll being reduced to 0 hit points within 30 feet of the witherling, the witherling makes a melee attack.

Leucrotta

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	9 (-1)	12 (+1)	6 (-2)

Skills Deception +2, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Gnoll

Challenge 3 (700 XP)

Keen Smell. The leucrotta has advantage on Wisdom (Perception) checks that rely on smell.

Kicking Retreat. If the leucrotta attacks with its hooves, it can take the Disengage action as a bonus action.

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

Rampage. When the leucrotta reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make an attack with its hooves.

Actions

Multiattack. The leucrotta makes two attacks: one with its bite and two with its hooves.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the leucrotta scores a critical hit, it rolls the damage dice three times, instead of twice.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Quickling

Tiny fey, chaotic evil

Armor Class 16

Hit Points 10 (3d4 + 3)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	13 (+1)	10 (+0)	12 (+1)	7 (-2)

Skills Acrobatics +8, Sleight of Hand +8, Stealth +8, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1 (200 XP)

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

Evasion. If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Multiattack. The quickling makes three dagger attacks.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Shoosuva

Large fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +4, Con +6, Wis +5

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

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Gnoll, telepathy 120 ft.

Challenge 8 (3,900 XP)

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

Actions

Multiattack. The shoosuva makes two attacks: one with its bite and one with its tail stinger.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) piercing damage.

Tail Stinger. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Yeth Hound

Large fey, neutral evil

Armor Class 14 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 11

Languages understands Common, Elvish, and Sylvan but can't speak

Challenge 4 (1,100 XP)

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

Sunlight Banishment. If the yeth hound starts its turn in sunlight, it is transported to the Ethereal Plane. While sunlight shines on the spot from which it vanished, the hound must remain in the Deep Ethereal. After sunset, it returns to the Border Ethereal at the same spot, whereupon it typically sets out to find its pack or its master. The hound is visible on the Material Plane while it is in the Border Ethereal, and vice versa. Once it is adjacent to its master or a pack mate that is on the Material Plane, a yeth hound in the Border Ethereal can return to the Material Plane as an action.

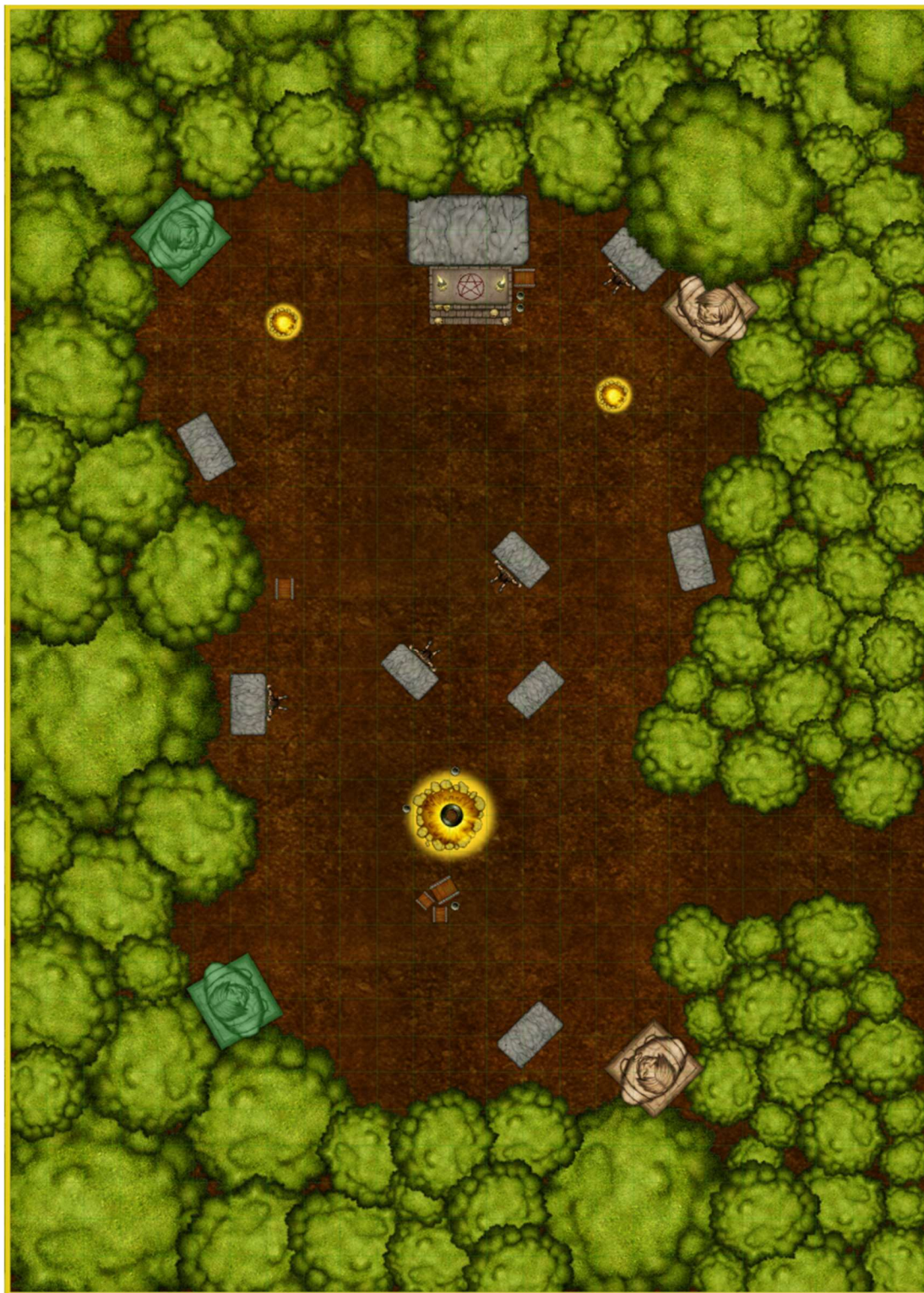
Telepathic Bond. While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, plus 14 (4d6) psychic damage if the target is frightened.

Baleful Baying. The yeth hound bays magically. Every enemy within 300 feet of the hound that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the hound's next turn or until the hound is incapacitated. A frightened target that starts its turn within 30 feet of the hound must use all its movement on that turn to get as far from the hound as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. A target that successfully saves is immune to the baying of all yeth hounds for the next 24 hours.

Map Appendix (Cairn Stones).



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