



ADVENTURERS LEAGUE™

POOL OF RADIANCE RESURGENT

Vorgansharax rules Phlan, using the Cult of the Dragon to extend his noxious gaze. But the green dragon seeks far more than control of the beleaguered town – ultimate power is nearly within reach. Will he reactivate the Pool of Radiance and ascend to greater prominence amongst his kind? A sequel to DDEX1-10 *Tyranny in Phlan* and Part Two of *Under Emerald Claws*. An adventure for 5th-10th level characters.

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INTRODUCTION

Welcome to *Pool of Radiance Resurgent*, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tyranny of Dragons*™ storyline season.

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

The adventure is set in the Moonsea region of the Forgotten Realms, in the Grass Sea and Ticklebelly Hills north and west of Phlan.

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.

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.

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.

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](#).

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 Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- 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. This includes:

- 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, and so on)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for XP, gold, downtime, renown, and number of permanent magic items. He or she will 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, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used for combat encounters.

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

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

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

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

DETERMINING PARTY STRENGTH

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

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

DUNGEON MASTERING THE ADVENTURE

As the DM 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. This 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 game. 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. This 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*TM 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 (end of the adventure only)
- 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, they can be assumed to return to the settlement closest to the adventure location.

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

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	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

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.

CHARACTER DISEASE, DEATH, AND RECOVERY

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

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

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

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

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

ADVENTURE BACKGROUND

Two months ago, a mysterious shooting star landed in Kranun's Crater, an area inhabited by a stone giant outcast and his tribe of followers. The debris from its impact created a new Pool of Radiance, and the stone giant Kranun touched the pool. The spirit of a long-gone entity known as Tyranthraxus possessed its body, and began plotting its return to Phlan.

Vorgansharax, the Maimed Virulence, an adult green dragon who fashions himself a new power in the

Moonsea, has taken over the town of Phlan with the help of the Cult of the Dragon (as depicted in DDEX1-10 *Tyranny in Phlan*). Those who oppose him have either fled the town, are in hiding, or have been slain.

The Cult of the Dragon has lured Vorgansharax here to rule over the town by making it known that they have uncovered the location of a Pool of Radiance beneath Valjevo Keep (as revealed in DDEX1-4 *Dues for the Dead*). By uncovering the Pool and using its powerful magic, the cultists believe that Vorgansharax can extend his rule across the Moonsea.

Learning of a green dragon in the area, and the Cult of the Dragon's presence, Tyranthraxus (in Kranun's body), managed to convince an orc tribe known as the Burning Banner (seen in DDEX1-9 *Outlaws of the Iron Route*) to ally with him and bolster the dragon's presence in the region. However, Tyranthraxus's true motives remain cloudy as he assembles a fighting force to join with Vorgansharax in Phlan.

After the town was taken and most credible resistance crushed or turned to the green dragon's side, the cultists finished work started months ago, and uncovered a dormant Pool of Radiance beneath Valjevo Castle. Consulting with their Red Wizard allies, the cult attempted to reactivate this pool, only to find its waning magic was merely a window to a new active pool at Kranun's Crater. Now, a band of cultists lead by Ixusaxa, an elf mage and Wearer of Purple, journey to Kranun's Crater to attempt to capture the Pool's essence—unaware of Kranun, his possessed state, or his eagerness for allegiance.

OVERVIEW

This adventure takes place in three parts.

Part 1: Meeting at the Prison. The adventure begins with the characters meeting at Grimshackle Jail with Glevith, a Welcomer from Phlan. He has critical information that he obtained from various sources about Vorgansharax's aims to send a group to the foothills near the Dragonspine Mountains to claim power from a new Pool of Radiance.

Part 2: Trailing the Cultists. The characters head out and follow the agents of Vorgansharax to Kranun's Crater, or accost them along the way and try to learn what the cultists know.

Part 3: Kranun's Crater. The characters arrive at Kranun's Crater, and choose how they might best proceed. Kranun, the stone giant shaman outcast, touched the newly active Pool of Radiance and is now possessed by the spirit of Tyranthraxus. The magic of the

Pool is still active, and the characters must figure out a way to deactivate it if possible, stop the cultists from gathering its essence to bring back to Vorgansharax, and/or defeating Tyranthraxus.

PACING AND GENERAL ADVENTURE GUIDANCE

The adventure is designed for 4 hours of play or less. Almost all of the adventure should happen at Kranun's Crater, which can take a lot of time to explore. Be sure to budget at least 2 1/2 hours for that area.

In addition, this adventure has a lot of room for decision-making and problem-solving. The characters benefit from being proactive. The adventure can play out many different ways, depending on the approach the party takes. There is no one "right way" to play this adventure; different groups will take different approaches to it, and that should result in an experience that rewards ingenuity.

PLAYER INTRODUCTION

Read the following, and then have the players introduce their characters and figure out what motivated them to head to Grimshackle Jail, using the Adventure Hooks section.

The Maimed Virulence, a great green dragon known as Vorgansharax, brood of Claugyiliamatar, turned one Leafall day into a terrifying nightmare for the residents of the ever-troubled town of Phlan. Arriving without notice—except to those in the Cult of the Dragon who had brought him there—his noxious breath and terrible claws reigned death upon the town. Crushing most opposition within hours of his destructive arrival, he laid claim to the Cinnabar Throne, and with the help of the cult, subjugated those that remained, including a portion of the Black Fists, the enforcers and town guard.

The few that opposed him were either slain, went into hiding, or fled the town. A small band of adventurers helped the Lord Regent and a few dozen townfolk escape in the wake of the dragon's destructive arrival. Knight Aleyd Burrel, a Black Fist who sacrificed herself to allow the Lord Regent to be extricated, has been taken to be revived if possible. No word has been given on her or the Lord Regent's status as of late.

Denlor's Tower in Phlan, a base of operations for a resistance movement, fell to the Cult of the Dragon not long after the dragon's attack. The already weakened resistance within the town crumbled, and most were forced out into the outlying hamlets, villages, and wilderness. Most of you have spent the last few weeks making your living in such places, as many of the secret passages in and out of the town have now been seized or sabotaged.

ADVENTURE HOOKS

The adventure begins three hours north of Phlan, at Grimshackle Jail on the bank of the Stojanow River (first featured in DDEX1-9 *Outlaws of the Iron Route*). The players can invent one of their own reasons for journeying to the prison to answer Glevith's summons, or you can use one of the following adventure hooks.

Dark Linsa's Request. If a character possesses the status *In Dark Linsa's Pocket* from DDEX1-10 *Tyranny in Phlan*, she has asserted that the adventurer meet with Glevith concerning recent information the Welcomer has obtained on the agents of Vorgansharax.

Exiles from Phlan. If a character recently completed DDEX1-10 *Tyranny in Phlan*, they may have left the city after the dragon's attack with nowhere safe to go nearby. One of the first safe havens established is Grimshackle Jail, since it's relatively secure, on the river, and unlikely to gain the attention of the green dragon, his enforcers (the Tears of Virulence), or the Cult of the Dragon.

Maintain Order. A character with the soldier or noble background (or a member of the Lords' Alliance) might have been called to Grimshackle Jail recently to help maintain fighting discipline amongst the ragtag Black Fist that escaped the dragon's reach, Welcomers (thieves' guild) that fled with the refugees, or other country folk that have decided to throw their lot in with the town.

PAST ADVENTURES

It's a good idea to check with the players prior to beginning the adventure to see which characters have participated in DDEX1-10 *Tyranny in Phlan*, the first part of *Under Emerald Claws*. While it's not necessary to have played that adventure before this one, characters that participated in the first part may have a small advantage in experience as a result.

PART 1: MEETING AT THE PRISON

The adventurers arrive at Grimshackle Jail, ready to meet with Glevith, a Welcomer (member of Phlan's thieves' guild) and resistance fighter opposing the green dragon Vorgansharax's reign over the town of Phlan. Feel free to paraphrase the read-aloud text below if some characters begin the adventure at Grimshackle Jail.

In the haze of the late morning rain, you come upon the dreary sight of Grimshackle Jail.

The complex precariously sits at the edge of the Stojanow River, ill-maintained on the outside, the product of decades of neglect and misuse. The tower itself seems stout enough, and you are given entry through the iron door by a suspicious-looking fellow named Bhevek, one of the two Grimshackle brothers that run this corrupt den of cruel despair.

Once inside, you're ushered up to one of the cramped cells. At first, it seems like this might've been some sort of ruse, perhaps an enemy's trick to lure you into the prison without recourse to leave. But, as your eyes adjust to the dim lantern light of the cell, you notice a figure sitting on a thin stone ledge look up from his small leather book. He is a human with a thin face, slicked-back black hair, and a large nose.

"I'm so glad you've come. I was beginning to worry that you weren't up for a challenge."

The Welcomer **Glevith** has come to Grimshackle Jail to gather up what adventurers would respond to his summons, and ask for their aid. He's left Phlan to set up a base of operations outside the town, since the dragon has eliminated almost all threats to his power through his Cult of the Dragon allies and his enforcers, the Tears of Virulence.

ROLEPLAYING GLEVITH

Glevith is a Welcomer cutpurse. Despite his roots as member of an organized crime syndicate, he greatly enjoys his new role as hero of the people. He is distrustful of those who represent established powers and likes those who embrace the struggle of the lower class. This has led him to accept overtures from the Harpers to pass information to and from their members. Glevith was last seen in DDEX1-10 *Tyranny in Phlan*, where he helped refugees and some adventurers escape from the town through the sewers.

Glevith imparts the following information to the characters; if asked, he says he obtained this from the few contacts he still has inside the city. He intimates that he may have an "inside source" in the Tears of Virulence (the Black Fists that serve the dragon).

- Rumors are swirling that Vorgansharax was not satisfied with just control of Phlan, but rather has his designs on all of the Moonsea.
- In his quest to obtain even more power, he has started consulting with Red Wizards, who have advised him to gather up whatever magic he can for their research.
- A few days ago, word spread throughout the Cult of the Dragon that Vorgansharax was looking for a group to travel outside Phlan to obtain some powerful magic.
- Ixusaxa Terrorsong (whom the characters may have fought in DDEX1-10 *Tyranny in Phlan*) volunteered to lead the cultists on their expedition. They were to head north into the Ticklebelly Hills to the foot of the Dragonspine Mountains.
- The cultists are scheduled to depart Phlan tomorrow morning. Their route will take them close to Grimshackle Jail by mid-afternoon.

That's all that Glevith knows at the moment; he's not sure what the cultists are attempting to retrieve for the dragon, or where exactly they're headed.

Glevith asks the characters to find out what these cultists are after, and if it seems like a powerful boon for the dragon, to stop them from obtaining it.

"I do not know what these cultists seek, nor exactly where they are headed, but whatever their mission, it cannot bode well for us. This is the first expedition that Vorgansharax has ordered since consulting with the Red Wizards. I fear that knowledge is on their side, and sadly, my scant few ears in the town are not close enough to the dragon's advisors to get all the details."

TREASURE

This is a mission filled with unknown variables, and could be quite dangerous, as Iuxsaxa is involved. Glevith offers the party 1,000 gp in fine-cut gems "liberated from the dragon's clutches" (enough for each character to take his/her share in one gem) if they agree to find out what the cultists are after and head out to stop them. He'll begrudgingly pay them up-front if they insist. In addition, he offers a *potion of greater healing* to take with them.

A DAY TO MAKE READY

The characters have about a day to do whatever they'd like in order to prepare for their task. There are two basic options that should be presented to each character.

EMPOWERING THE PLAYERS

Simply mention to the players that their character can spend downtime to do something, or not. Let each player determine what their character might do with the day, without just reading off a list of activities. If a player needs suggestions, then feel free to give them some ideas from the list of downtime activities.

OPTION 1: USE DOWNTIME

Each character can spend one downtime day to perform one of the following downtime activities. Note that if a character performs a downtime activity, that character must pay their lifestyle expense.

Carousing. The character can fritter away the day engaged in all sorts of less scrupulous activities with the other non-prisoner residents of the jail (especially the exiled Black Fists). Roll on the table present in the *Dungeon Master's Guide* to see what happens over the course of the day. If the result is 31-40, replace the result listed with the following.

31-40 You impress one of the Black Fist enforcers with your tales of daring and swagger. You gain his or her services as a hireling for the duration of the adventure, provided you pay the enforcer a retainer of 10 gp per day. Use the **thug** statistics for the enforcer (see **Player Handout 1**).

Researching. It is possible for one of the characters to attempt to use the limited information networks at their disposal to find out more about Vorgansharax's plans. It is too dangerous and time-consuming for the character to head back into Phlan and find out rumors, but it is possible to either send one of Glevith's agents back or use magical means to contact a member of the resistance in the city for aid. In addition, the character's faction may determine what sort of information might be available. Have the character make an Intelligence (Investigation) or Charisma (Persuasion) check (their choice). If the result is 10 or higher, give them one piece of information from the table below; if the result is 20 higher, give them two pieces of information instead.

RESEARCHING VORGANSHARAX'S PLANS

Faction	Result
Any/none	Ixusaxa Terrorsong, a powerful mage and Wearer of Purple, leads the expedition. She is accompanied by several dragonclaws and dragonwings, experienced and trusted members of the Cult of the Dragon. In addition, it is said that Ixusaxa's wyvern mount may be close to her, scouting ahead for danger. The expedition is headed to a place called Kranun's Crater, about two days away from Grimshackle Jail in the Ticklebelly Hills.
Any/none	Rumors coming from inside Phlan suggest that a new Pool of Radiance has formed, and Vorgansharax seeks its power. A Pool of Radiance is infused with strong magic that could be harnessed for all sorts of purposes.
Harpers	There have been sightings of the Burning Banner orc tribe recently in the Ticklebelly Hills. This tribe, numbering several dozen, is lead by an orog known as Narle Shieldbiter, once employed by the Cult of the Dragon.
Order of the Gauntlet	A shooting star fell in the Ticklebelly Hills a few months ago. Ever since then, the indigenous fauna has been anxious, especially burrowing creatures such as bulettes. Looking for churned earth in the rocky landscape is a sure sign of their passage.
Emerald Enclave	Members of the Lords' Alliance and Zhentarim receive no specific information, but may receive any information that is not faction-specific.

FOLLOWING UP ON RESEARCH

Characters might want to see if they can recall any lore based on the results of using downtime for research. Listed below are the various checks that can be made to recall information once the appropriate research has been conducted.

Kranun. If the characters learn that the Cult of the Dragon is headed to Kranun's Crater, an individual succeeding on a DC 15 Intelligence (History) check has heard of the namesake of the crater. Kranun is a stone giant shaman that was cast out from his tribe for reasons known only to the giants. He found solace in a crater in the Ticklebelly Hills. It is said that many tribal chieftains in the area have come to him for guidance and wisdom. He also has maintained a rapport with various creatures of the area, which help keep watchful eyes over his domain.

Pool of Radiance. A character succeeding on a DC 10 Intelligence (Arcana) check or a DC 15 Intelligence (History) check knows a bit more about the Pool of Radiance. Long ago, it was a powerful and dangerous anomaly in the Weave, a font of raw magic beneath Valjevo Castle in Phlan that was utilized by an entity known as Tyranthraxus. Tyranthraxus was defeated by a band of adventurers, and the pool's magic was rendered inert. There have been rumors of other Pools of Radiance existing since, although none have been completely verified. The pool can be tapped, among other things, for summoning, teleportation, or possibly magical coercion.

Counterintelligence. A character might attempt to misdirect members of the expedition through espionage or rumor mongering. This could take the form of falsifying Red Wizard communications (magical or otherwise), sending bad trail reports back to Phlan on the Ticklebelly Hills, or creating rumors of dissension in the ranks of the expedition.

A character can make a Charisma (Deception) check to engage in counterintelligence activities. Characters with appropriate backgrounds, and those of rank 2 or higher within the Harpers, Lords' Alliance, or Zhentarim, gain advantage on the check. If the check is successful, choose one of the results below as an effect.

EFFECTS OF MISINFORMATION

Example Type	Effect
Bad travel report	Cult of the Dragon expedition takes an additional day to get to Kranun's Crater (three days instead of two).
Dissension	Reduce the number of dragonwings present in Iuxasaxa's expedition by one.
False communications	The party gains advantage on Dexterity (Stealth) checks to trail the cultists.
Other counterintelligence	The character gains inspiration when encountering cultists.

OPTION 2: WAIT IT OUT

If a character elects to not spend downtime, they can be assumed to spend it preparing for their journey. They gain no special advantages. They can follow up on research gleaned from other characters, as specified in the sidebar.

Characters might want to attempt to obtain proper gear for an overland expedition, especially cold weather gear. As it is Nightal, the final month of the year, the weather is cold and snow could fall at any point. Horses are not available.

PART 2: TRAILING THE CULTISTS

Once the party reaches midday of the next day, they should be getting ready to depart, although they could leave earlier or later depending on their plan. They can proceed in any manner that they believe is appropriate. More informed groups might wind up with better options on how to deal with the cultists.

LIMITED INFORMATION

If the party doesn't know exactly where the cultists are heading, then someone in the party needs to navigate to avoid becoming lost if they do not keep the cultists in sight (or they need to track the cultists).

If the party doesn't know the exact composition of the cultists' expedition, and choose not to keep the cultists in sight, all they can learn through tracking is that there are multiple creatures in the party, most of which appear to be humanoid. A character with the natural explorer class feature (favored terrain of grassland or mountain) can determine the exact type and number of creatures.

THE CULTIST EXPEDITION

The Cult of the Dragon expedition was formed by order of Vorgansharax under advisement from Red Wizards in his court. Their mission is to travel to Kranun's Crater to ascertain whether a new Pool of Radiance has formed, and to take a sample of the pool to return to the dragon and the Red Wizards for analysis.

The expedition consists of the following: **Ixusaxa Terrorsong**, two **dragonclaws**, a **dragonwing**, a **guard drake**, and Ixusaxa's **wyvern** mount. The expedition's composition does not change regardless of level. It should be apparent to lower-level parties (such as those of 5th or 6th level) that fighting this force head on might be overwhelming. Ixusaxa does not ride her wyvern during the journey, except in combat.

ROLEPLAYING IXUSAXA TERRORSONG

Ixusaxa Terrorsong was outcast from Myth Drannor at an early age. Learning from whatever mages would teach her, Ixusaxa fell in with the Cult of the Dragon after witnessing the devastation wrought by a red dragon allied with the cult. She believes that she will one day command true dragons, and considers all beings shorter lived than her to be nothing more than cattle. Only elven arcane casters are afforded any respect by her. She is only willing to compromise if the reward of draconic knowledge is placed before her; otherwise, she carries out her duties as a Wearer of Purple in hopes of ascending higher in the cult's ranks and learning more draconic secrets.

The cult's travel route takes them northwest along lesser-used trails about a mile west of Grimshackle Jail, where they start to veer nearly due west across the Grass Sea to the Ticklebelly Hills. You can give the players **Player Handout 2: Map of the Region** to give them a sense of the area traveled.

The cult travels at a normal pace on foot. It takes them two full days to arrive at Kranun's Crater if they are unimpeded; they arrive around midday of the third day.

THE EXPEDITION'S TIMELINE

If completely uninterrupted, the expedition's timeline is as follows.

Day 1. The expedition leaves Phlan in the morning, passes Grimshackle Jail just after midday, and then continues further west into the Grass Sea.

Evening 1. The expedition camps in a crumbling watchtower.

Day 2. The expedition enters the Ticklebelly Hills in the late morning, and follows a trail that turns northwest.

Evening 2. The expedition camps under a craggy outcropping in the hills.

Day 3. The expedition leaves the trail early in the morning, and makes a direct line west for Kranun's Crater. They arrive at the crater on midday.

At the Crater. The expedition fights the perytons and orcs, loses their guard drake and one dragonclaw. They descend into the crater using the spiral stair. Eventually, Ixusaxa convinces Narle to take them to Kranun. Kranun (possessed by Tyranthraxus) agrees to allow them to take a sample of the Pool of Radiance back to Phlan for Vorgansharax. Kranun falls unconscious as Tyranthraxus leaves his body. The orcs are befuddled, but Ixusaxa promises them riches from the dragon's hoard for allowing them passage out. The expedition spends the rest of the day resting, before assembling at night.

Evening 3. Narle, his worg, and four orcs accompany Ixusaxa and the remainder of her expedition back to Phlan. They opt to travel at night to avoid detection and for the comfort of the orcs. The expedition follows a route heading due south, moving at a fast pace, and leaves the Ticklebelly Hills around sunrise.

Day 4. The expedition camps in a dried-out stream in the Grass Sea.

Evening 4. The expedition, still traveling at a fast pace, passes the Giant's Cairn (a barren field with large burial mounds capped with boulders) early in the evening, and makes it to the Iron Route before sunrise. They attack a farmstead, kill its residents, and use it as a camp.

Day 5. The expedition camps in the farmstead. The wyvern kills the livestock in the barn and uses it as a roost.

Evening 5. The expedition quickly closes in on Phlan, reaching the town just after midnight. They immediately are taken to Vorgansharax. Narle and his orcs are paid and dismissed. They turn around and begin traveling back to Kranun's Crater.

FIGHTING THE CULTISTS

At some point, the characters might decide to fight the cultist expedition. They might wait until the cult has just finished a fight (either with a random encounter or with the orcs at the crater), or decide to ambush them on their way to or from Kranun's Crater.

In a fight, **Ixusaxa Terrorsong** leaps onto her **wyvern**, taking to the skies. She casts powerful ranged spells like *cone of cold*, *ice storm*, and *fireball* to hit enemies in a group. She orders the wyvern to swoop down and pick off single targets with its claws and stinger, or engage any foes in the air. If she or the wyvern is hurt badly, she wheels around and retreats through the air if possible. As a last defense, she casts *greater invisibility* on herself and attempts to get away with *misty step*.

The two **dragonclaws** and the **guard drake** swarm a single target, usually a melee character. They all fight fanatically to the death as Ixusaxa shouts battle cries.

The **dragonwing** leaps into the fray alongside the other cultists, or attempts to use *limited flight* to surprise a character engaged with Ixusaxa. Like the others, the dragonwing fights until dead.

TREASURE

Ixusaxa carries a small spellbook that has all the spells she has prepared for today inscribed in it.

XP AWARD

If the characters capture Ixusaxa Terrorsong and bring her back to Grimshackle Jail, award each character 250 XP. In addition, **Order of the Gauntlet** characters earn **one additional renown point**.

TRAVELING TO KRANUN'S CRATER

There are two obvious routes to Kranun's Crater—one uses the trails that see infrequent use; the other involves traversing the wilds. The cultist expedition uses the trails, since it's faster and involves less possibility of dangerous encounters. The characters know about both routes.

Wilderness Route. If the characters choose to take the wilderness route, it slows them by a full day (the Ticklebelly Hills are difficult terrain) and there is a greater possibility of a random encounter, but there is no possibility of being detected by the cultists. A character with the natural explorer class feature (favored terrain of grassland or mountain) eliminates this penalty.

Trails. If the characters choose to travel along the trails, they can attempt to follow the cultists. Visibility to the cultists is about two miles if the day stays clear (less if

a weather event is rolled). Keeping them within view is not without risk; Ixusaxa's wyvern circles the area. Once on each day, the wyvern gets close enough to the party to potentially spot them. When that occurs, the party gets an opportunity to spot the large flying creature before it notices them. If any character in the party not engaged in a different activity (such as tracking or foraging) has a passive Wisdom score of 12 or greater (15 or greater in poor weather), they notice the wyvern just before it notices them. The party can take appropriate actions to hide.

If the wyvern spots the characters, it does not engage them, but instead does a wingover and immediately flies back to Ixusaxa to warn her. The wyvern can't relate details, but can let Ixusaxa know that there's danger on the trail behind them. If this is the case, Ixusaxa orders her entourage to pick up the pace; the expedition does not engage the characters. They increase their overland movement to a fast pace, which gets them to Kranun's Crater at least 12 hours earlier.

TRACKING

Tracking the cultists allows them to travel far enough behind to avoid notice, but the possibility of losing the trail exists. Any character that decides to track as their activity while traveling must succeed on a DC 15 Wisdom (Survival) check once each day to keep on the trail. This check is made with advantage, as there are many tracks in their group.

TRAVEL SUMMARY

Once the party has made the decision to take the trails or wilderness route, go through the following steps for overland travel. See the *Player's Handbook* or basic rules for more information.

- Create a marching order
- Determine travel pace (fast, normal, slow)
- Determine travel activities for each character
- Check for random encounters once per full day of travel and once per long rest (see below)
- Check for wyvern encounter once per day if necessary
- Each long rest, determine watch schedule

TRAVEL PACE

All of the above assumes a normal travel pace on foot.

If the group decides to travel at a fast pace or with horses, they could arrive at Kranun's Crater on the evening of the second day, instead of midday on the third day, well ahead of the cultists. If they do so and are on the trails, they'll need to come up with a way to avoid detection by the cultists (possibly by overtaking them under cover of darkness). They could also conduct a forced march for 8 hours to gain the same advantage (but risk

exhaustion).

If the group travels at a slow pace, they'll be able to use stealth. This may help them avoid random encounters on the way to Kranun's Crater, but they won't catch up to the cultists. Instead, they could encounter them back on the trail in the Ticklebelly Hills after dark on the third day.

The weather is clear and cool unless it changes as a result of the random encounter table. The below timeline assumes the characters are traveling on foot.

Day 1. The characters leave Grimshackle Jail and head into the Grass Sea. It is a vast, flat, tall grassy plain occasionally dotted with small ruined forts and crumbling watchtower. There are few trees or even shrubs. Wind howls through the plain, and sound carries far. The weather is cool, but not uncomfortable.

Evening 1. After sunset, the plain gets cold quickly. Frost forms at night. Sometimes the howl of a wolf-like creature can be heard on the wind.

Day 2. The plain begins to give way to the Ticklebelly Hills. In the transition zone, the terrain becomes dotted with scrub here and there. The tall grass shortens, and then completely recedes to wiry plants and rocky ground. Once in the hills, large crags dot the landscape. The great Dragonspine Mountains can be hazily viewed from afar.

Evening 2. The wind relents, but it's even colder at night. Characters need to have cold weather gear or resistance to cold to avoid making DC 10 Constitution saving throws to check for exhaustion for each hour of darkness (about 12 saving throws).

Day 3. The landscape becomes nearly barren, with stones jutting at odd angles and more extreme changes in topography. Some trees dot the landscape. Cliffs one to two hundred feet high, canyon-like passages carved by once-mighty rivers, and craters sunk into the earth are part of the scene as the characters make their way to Kranun's Crater.

RANDOM ENCOUNTERS

While the characters are traveling, roll for a random encounter once during the day and once during each long rest. Roll a d20; on a result of 18 or higher, roll on the random encounter table below. You can decide that a random encounter is automatically triggered if there's time or the characters need a challenge.

In addition, you can roll for the cultists. If they receive a random encounter, it's with a bulette. The cultists lose one dragonclaw in the fight, and Ixusaxa casts two spells. The party might use this opportunity for an ambush.

GRASS SEA/TICKLEBELLY HILLS ENCOUNTERS

2d6	Encounter
2	1d6 death dogs meaning a dragonborn druid named Coldborn, who is a member of the Emerald Enclave. If saved, he gives the characters six <i>goodberries</i> and tells them about the falling star that landed in Kranun's Crater and the Burning Banner orc tribe's recent move there.
3	2d4 shadows . They are knights from a long-ago battle. Reroll this encounter if it's during the day.
4	3d6 bison (use giant goats). They are not aggressive unless the characters approach within 50 feet of the herd.
5	Weather becomes freezing rain (day) or snow (night). The inclement weather reduces visibility to half a mile during the day, and lasts for several hours.
6	A ruined tower close to the party's path. Moaning can be heard from within. A ghost (former officer who died defending the tower against a horde of orcs), crazed to view all humanoids as orcs, viciously attacks the characters. The ghost's foot locker contains his 200-year-old officer's regalia and a pouch containing four opals worth a total of 400 gp.
7	2d6 orcs . They are a hunting party from the Burning Banner tribe located in Kranun's Crater. If any escape, they warn the rest of the tribe about the party.
8	1 bulette
9	Weather turns to a freezing fog that does not relent for 24 hours. Visibility is reduced to 100 feet, day or night.
10	1d2 stone giants with 1d2 saber-toothed tigers . They are initially hostile to the party but become indifferent if the characters tell them they're going to Kranun's Crater to deal with the situation there. The giants can tell the characters that they have heard of Kranun, and that he was exiled from his tribe to live on the surface.
11	1 bulette
12	1 cyclops . His sack contains a half-eaten bison and a gray cloak with a Harper pin. If a member of the Harpers returns the pin to Glevith at Grimshackle Jail, they earn an additional renown point.

PART 3: KRANUN'S CRATER

After a few days of travel, the characters reach Kranun's Crater, home of the (now possessed) stone giant Kranun, the Burning Banner orc tribe, a flock of perytons, and a new Pool of Radiance. Go to area 1 to read the approach when they arrive.

Kranun, a stone giant shaman that was exiled from his tribe, has lived in the crater for several years. He shaped a tunnel network for a living space, created standing stones for meditation, and made a meeting hut for entertaining visitors. After a while, goblins from the Frostfur tribe settled in the caves, trying to avoid the perytons that were preying upon them. Kranun expanded the caves further to accommodate the goblins.

When the meteor fell into the crater and Kranun became possessed by Tyranthraxus, things began to change quickly. The goblins were driven from the caves, and the predatory peryton were allowed to nest in their place, becoming his first allies. Eventually Tyranthraxus learned of Vorgansharax, and managed to contact the Burning Banner orc tribe to discuss his plans with them. Narle, the orog leader, brought the tribe to Kranun's Crater, and struck a deal with the possessed stone giant—the tribe helps Tyranthraxus gain an audience with Vorgansharax, and in return, they are offered the use of the crater as a base of operations for plundering the countryside.

CULTISTS ARRIVE FIRST

If the Cult of the Dragon expedition arrives before the characters, signs of a battle are apparent. The cultists showed up, tried to intimidate the orcs into letting them through, and instead were met by a force of over a dozen orcs who initiated combat. Eventually, Narle intervened, and ended the fight, agreeing to escort the cultists through the caves down to the possessed Kranun. There, the cultists met with Kranun and agreed to take a sample of the Pool of Radiance back to Vorgansharax. Upon being gifted with the sample from the pool, Kranun fell unconscious, and there was confusion for about an hour. Eventually, Narle arranged for he and some of his orcs to escort the cultists back to Phlan. The cultists then rest for several hours until they leave at nightfall. See "The Expedition's Timeline" in Part 2 for more details.

If the characters arrive after the cultists, they find four orcs lying dead on the ground near the cave entrance at area 1.

GENERAL FEATURES OF THE AREA

Kranun's Crater is in a barren, rocky part of the Tickbelly Hills. A few wiry trees dot the landscape around the crater, and the shadow of the Dragonspine Mountains looms large when visibility permits. The crater itself is described in detail in area 6.

Weather. The sky is partly cloudy and cool, unless a weather result was rolled. Even without a weather result, a small bout of freezing rain sweeps in during the day (flurries at night), provide light obscurement to those in the minutes it falls.

Caves. The caves and passages that were shaped by Kranun's magic in the past few years are smooth and not ideal for climbing, requiring a DC 15 Strength (Athletics) check to do so. All of the ceilings in the caves are about 15-20 feet high, and so are the passageways unless otherwise noted. There are whorl designs on the walls of all of the caves and passageways except the narrow passage and area 6a (both were created by Kranun after his possession).

Light. Inside the caves, darkness prevails (except in 5 and 6a, where light can enter from outside). All of the creatures that dwell inside have darkvision. Outside of the caves, the time of day determines the lighting.

Smells. Unwashed bodies, animal dung, campfire, wet stone

Sounds. Conversations in Orcish, patter of freezing rain, occasional cry of a beast (peryton)

1. CAVE ENTRANCE AND APPROACH

When the characters arrive at Kranun's Crater, read the following.

After climbing a jagged rise, the terrain flattens out ahead, dotted with some scrub and a wiry tree here and there. A loose pile of stones is stacked about fifty feet from your current position. Beyond that, the ground opens up into a great craterous hole well over a hundred feet in diameter. You can spot some sort of carved stair on the inside of the crater, spiraling beyond your view further down. A smoke trail is barely visible rising from inside the crater.

Near the stone pile, two orcs lazily stand guard, passing a drinking horn between them. A blackened hide banner is planted in the ground near them.

The stone pile conceals the main entrance the orcs use to the cave network. Characters can easily remove the stones here to access the narrow passageway that slowly descends down into area 2. The banner is identifiable as belonging to the Burning Banner tribe if a character participated in DDEX1-9 *Outlaws of the Iron Route* or succeeds on a DC 15 Intelligence (History) check.

The players may take whatever approach they wish at Kranun's Crater. The two **orcs** here notice the characters if they do not take immediate action to avoid detection.

Passage Further Down. The passage into the cave complex is very narrow—only about five feet across. It was made for goblins and similar folk to use. There’s enough room for everyone to file in single file, but anyone trying to swing two-handed bludgeoning or slashing weapons here has disadvantage on attack rolls.

The narrow passage continues for about 35 feet, and slopes gradually downward, until it opens up into area 2.

ASSAULT

The orcs on guard could be taken out quickly, before they’re able to alert the rest of the tribe. If the characters decide to take this approach, roll initiative. Neither side is surprised unless the characters took precautions to conceal themselves.

DECEPTION

Characters could try to disguise themselves as orcs, or possibly members of the Cult of the Dragon. Either approach requires a lot of convincing; however, if some of the characters have experience with the Burning Banner tribe (knowing Narle’s name, their battle tactics, etc.) they might gain advantage on their deception. A successful DC 15 Charisma (Deception) check works if the characters have a convincing orc disguise; for anything else (including masquerading as cultists) requires a successful DC 20 Charisma (Deception) check.

If the cultists have already been in the area, any orcs on guard here are more likely to buy into that disguise (reduce the DC to succeed from 20 to 15).

STEALTH

It is also plausible the characters could try to sneak past the orcs, if they immediately conceal themselves after seeing them. They could approach the ridge of the crater, or try to take out the orcs up close.

DEVELOPMENTS

If the orcs are alerted to a hostile presence, one of them pours out the drinking horn, and sounds the alarm. This alerts the orcs in the cave in area 2, who sound further horns to alert the orcs throughout the entire cave complex. The horn also piques the peryton’s interest; they might fly over to investigate the battle. Kranun hears the horn, but does not leave his place at the pool or area 5 (depending on time of day).

The alarm summons 1d6 **orcs** initially. These orcs arrive within 1d4 + 2 rounds after the horn blows. They take the narrow passage leading outside from area 2. 1d8 rounds later, another 1d10 **orcs** arrive, with **Narle** and his **worg**. Any additional orcs left afterwards ready

themselves for battle inside the area 2 cave. The **perytors** in area 6a have a 50% chance of reacting to the horn, if they do, 1d2 arrive at the same time Narle arrives.

Any orcs captured can be interrogated with a successful DC 15 Charisma (Intimidation) check. They can reveal what they know from their perspective (the stone giant shaman, the perytors, and that there’s an agreement between Narle and the giant). Only Narle knows the nature of the agreement, though.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove the second wave of orcs (Narle and his worg still show up); there is no chance to summon the perytors
- **Weak party:** The second wave is 1d6 plus Narle and his worg
- **Strong party:** The perytors are automatically summoned
- **Very strong party:** Maximize the number in both waves of orcs; the perytors are automatically summoned

XP AWARD

If the characters sneak into the caves without being detected, award each character 200 XP. If the characters dupe the orcs with deception, award each character 250 XP.

2. LOOT CAVE

This cave is a leisure area for the orcs, and also where they stockpile plundered gear and goods.

The air moderates as you move from the tight passage down into a smooth-walled cave. The walls have strange whorl patterns intricately carved in them, almost up to the ceiling about 20 feet above you.

In the center of the room are several barrels that serve as makeshift seats. Some of the barrels have been placed under a large board to form a table. Around the edges of the room are piles of worn-out weapons, half-full sacks, more barrels, and other junk. There is a passage heading away from this room, further into the earth.

During the day, 1d6 + 2 **orcs** are in this room. In the evening, that number doubles. Many are seated around the table, drinking grog and playing violent games with knives or gambling with dice. Some are sparring with one other using the old weapons.

A character succeeding on a DC 10 Intelligence (History) or (Arcana) check can tell that the carvings in the room were not made by tool, but by a sort of magic.

The barrels hold foul-smelling grog, and the sacks are filled with old, moldering grain (some of which is still edible). All of the weapons appear to be pitted and rusty scimitars and flimsy shortbows sized for smaller humanoids. There are torn and worn suits of leather armor, crude wolf pelt coats, and some arrows. All of the gear looks battle-damaged. The weapons and gear once belonged to the Frostfur goblins.

TACTICS

The orcs do not hesitate to attack the party. In their carousing, they forget to raise any sort of alarm, but as soon as it looks like the fight turns against them, two of them make a break for area 3 to release the death dogs and continue on to warn Narle.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Two orcs are in the room (do not double at night)
- **Weak party:** 1d4 + 1 orcs are in the room
- **Strong party:** 1d8 + 3 orcs are in the room
- **Very strong party:** Twelve orcs are in the room

TREASURE

20 arrows can be salvaged from the goblin gear, and the collective wealth of the orcs totals 50 gp and a pearl worth 50 gp.

3. REFUSE CAVE

The passageway continues into a room converted into the orc tribe's refuse area, with a hungry pack of death dogs providing an excellent means of waste disposal.

The smooth-walled, carved passage continues a steady slop down into the earth. Something rotted and foul catches your nose from up ahead, and you hear the clinking of chains. After winding about 80 feet or so it opens again into another room, slightly smaller than the other but with the same designs on its walls. A passage continues on opposite your position.

The room has a wretched smell. Bones litter the floor, and there's a dead orc in the center of the room. To one side of the room, a stained privy hole provides an obvious source for the evil stench. To the other side, the clinking chains produce their origin—several two-headed mangy hounds. Several are fiddling with bones.

There are five **death dogs** chained to the walls here. They are chained to the wall opposite the privy (the hole on the map in area 3). The chains give them about 5 feet of lead.

Only orcs can approach them without being attacked, but they cannot reach the characters unless released (or someone foolishly attempts to approach within biting distance). The chains can be uprooted from the wall with a DC 20 Strength check, or broken (AC 10, 10 hp).

The orc in the center of the room has been dead for some time. A successful DC 10 Wisdom (Medicine) check determines that he was bitten and burned. The hell hound in area 6b (Kranun's new pet, a gift from Narle), killed this orc.

The bones littering the floor (and serving as chew sticks for the death dogs) are goblin bones.

TACTICS

Regardless of their disposition, the death dogs snarl as the characters reach the threshold of the room. Once a character steps inside, they bark and lunge aggressively, eventually alerting the remainder of the orc tribe and Narle. If this happens, roll a Strength check once for each death dog; any dog with a result of 20 or more succeeds in snapping their chain.

The dogs fight viciously to the death, as is their namesake.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove two death dogs
- **Weak party:** Remove one death dog
- **Strong party:** Remove the death dogs; add three hell hounds
- **Very strong party:** Change the death dogs to hell hounds

4. BURNING BANNER HOME

After a long circuitous descent further down a long passageway, it ends at the Burning Banner tribe's common room.

The smooth passage continues its slope downward, curving on and on. After a few hundred feet, you can start to hear guttural voices chattering and smell cookfires and unwashed masses.

The passage opens up into a large room, similar in design to the others you've seen. Lying all about on crude straw bundles, furs, and dirty blankets are many, many orcs. Some are cooking food. Others are chatting amongst themselves or harshly chanting something foul for all to hear. There is an emaciated goblin moving to and fro among the orcs, attempt to help them with small tasks.

At the back of the room, a once-fine high backed chair, now scarred and nicked, holds the frame of an impressively-built orc. He is clearly a chief among his people. To one side, a battle-tested greataxe leans against the chair. To the other, a massive worg sits obediently as the orc strokes its wiry fur with a discolored hand. A blackened piece of hide hangs on the wall above the chair.

This is the new home of the Burning Banner tribe. **Narle Shieldbiter** sits on his makeshift throne with his **worg** by his side. Present in the room are twelve **orcs** of fighting strength, plus another ten non-combatant orcs (old and young).

The **goblin** is Parg, the last known member of the Frostfur tribe. He has no armor or weapons, and has one level of exhaustion from malnourishment. He has stayed alive by serving the orc tribe, and takes scraps Narle's worg wouldn't eat.

The room is littered with the tribe's personal belongings, none of which are valuable. All the orcs of the Burning Banner tribe keep their wealth on their person rather than lose it to a rival.

A passageway continues on to area 5. It is located right next to the entrance to this room.

PARG

Parg is the last goblin of the Frostfur tribe. While Narle is alive, he does not speak to any of the characters. If Narle is killed or he is rescued from his predicament, he can relate the following information.

- His tribe, the Frostfur goblins, lived in these caves for many seasons under the protection of the stone giant Kranun.
- His tribe has been hunted by perytons, and Kranun took them in to protect them from the foul creatures. (Parg can describe a peryton.)
- A couple of moons ago, a star fell from the sky and created a silvery glowing pool where it landed. Kranun was interested in the pool.
- Soon after Kranun started acting very strange. At first, he asked us lots of questions about things we didn't know, like magic, time, and what the world is like. He started calling himself something like "Ty-ram-trak-us" sometimes. He ordered the tribe to go to the human lands to bring back smart people to be questioned. (A character succeeding on a DC 20 Intelligence (History) check can parse the name as Tyranthraxus, and knows the information under "Tyranthraxus, the Possessing Spirit.")

- We were confused and didn't do what he said right away. He attacked us, driving a few out and killing many others with some horrible fiery attack. The few that pledged themselves to him were told to do what he told them.
- I hid for a long time in the caves, but eventually these orcs came. They killed all the rest of the goblins and said they work for Kranun now. Kranun even let the vile peryton nest here!
- Narle found me, and I told him I could help his tribe. He kept me alive to help cook and take meals to his dogs.

ROLEPLAYING PARG

Parg is beaten down, a hollow shell of his former goblin self. His tribe was crude and mischievous rather than evil, and raided only when the land didn't provide. He only wants to leave this place with his life. He does not care about seeking revenge or finding out the truth behind Kranun's odd behavior. He flees into the wilderness at the first opportunity.

DEVELOPMENTS

If the characters make it this far without sounding an alarm, the battle-ready orcs rise up, and prepare to fight. Narle asks them to hold, and for the party to approach. He wishes to know why they've come, so he can tell Kranun before he orders his tribe to destroy the party.

It is possible that the characters could try to buy passage from Narle to go to Kranun, but it costs them at least 1,000 gold pieces and one magic item such as a weapon or suit of armor (something Narle would value). Even then, Narle does not relinquish his home nor turn on Kranun. He would consider that for double the offer above and a character needs to succeed on a DC 20 Charisma (Persuasion) check.

ROLEPLAYING NARLE SHIELDBITER

Narle is an orog, a prime specimen of orcish power and cunning. He leads the mercenary Burning Banner tribe (last seen working for the Cult of the Dragon in DDEX1-9 *Outlaws of the Iron Route*), and has entered an agreement with Kranun to join him in his allegiance with Vorgansharax, the green dragon ruler of Phlan. Narle wants to prosper and live like a king. He has heard tales of Obould Many-Arrows and would like to rule an orc kingdom, but doesn't have the demeanor or discipline for it. He respects those who face him in battle. He is a bit vain and quite greedy.

TACTICS

If Narle decides he's heard enough, he orders the orcs to attack, and plunges headlong into combat with his greataxe and worg by his side. Narle fights savagely, attempting to engage the toughest-looking warrior type. He fights to the death, and his orcs fight with him.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove six orcs
- **Weak party:** Remove three orcs
- **Strong party:** Add two orcs
- **Very strong party:** Add three orcs and two worgs

TREASURE

Narle carries a pouch containing 250 gp, an ornate dagger carved like a dragon's head worth 8 gp, and an armband made from wyvern skin worth 5 gp. The worg wears a collar studded with black pearls worth 22 gp.

XP AWARD

If the characters question Parg, award each character 150 XP.

5. KRANUN'S CHAMBERS

This is the living space of the stone giant shaman Kranun, now possessed by Tyranthraxus. As the party makes its way close to the chamber, they can feel the fresh, cool air from outside.

Continuing further down another passage, the stifling air clears and you can feel the cool from outdoors. The way opens into another chamber, this one almost as large as the last. There is an opening out into the crater to your right.

The same smooth stone is present here, but the designs are far more intricate. The stone floor is shaped into furnishings fit for a giant. Present in the room is a large table with a few stools, a gem-studded slab that resembles a bed, a brazier, a cistern, and a shelf on the far wall. Books, scrolls, and sheets lie strewn about the room and on the table. The strange-shaped ceiling above appears to hang like an upside-down mountain range.

This is Kranun's personal chamber, where he spent the majority of his time before becoming possessed by Tyranthraxus.

Kranun is present here if he's not currently meeting with another party in the crater. He does not take kindly to surprise visitors. See the section entitled "Kranun Possessed" for more information.

FEATURES OF THE AREA

Exit. This chamber has a 15-foot-tall exit with large, stair-like impressions in the face of the crater below it, acting as a sort of ladder down to the bottom (about 20 feet). The spiral stair that winds all the way down the interior rim of the crater is about 80 feet above this exit.

Ceiling. A successful DC 10 Intelligence (History)

check reveals that the ceiling is carved to look like the Dragonspine Mountains.

Gem-Studded Bed. There are 12 amethysts studded upon the bed, forming a coiling pattern. They can each be pried free with a successful DC 10 Strength check or enough time.

Brazier. The needle-like remains of some sort of aromatic plant are in the brazier. It smells sharp and cool.

Cistern. Inside the cistern is a small amount of a silvery liquid, slightly more viscous than water (but not as viscous as mercury). This is inert liquid taken from the Pool of Radiance. If *detect magic* is cast, it does not register—the magic has faded.

Peg. There is a peg on the wall. If Kranun is present in the chamber, a *mantle of spell resistance* hangs from it.

Shelf. On the shelf sit numerous small carvings of humanoids. A successful DC 10 Intelligence (History) check can discern that these humanoids are different stone giants. (They are figures of Kranun's former tribe.)

Books and Scrolls. Scattered all about the room are various books and scrolls with a myriad of topics: recent history, magical theory, politics, and almanacs. A successful DC 10 Intelligence (Investigation) check reveals that all the books and scrolls reference events from the last 200 years or so, save one: *Moonsea Cults*, a book about various cults written a long time ago (some characters might have obtained a copy of it from DDEX1-2 *Secrets of Sokol Keep*).

Another theme gleaned from the writings with a successful DC 15 Intelligence (Investigation) check is that pages referencing the Cult of the Dragon are marked.

Lastly, amongst the scrolls on the table is a *scroll of dispel magic*.

TREASURE

The twelve amethysts are worth 100 gp each. There is a *mantle of spell resistance* hanging on the peg if Kranun is present (if not, he's wearing it). The carvings of the stone giants are worth a collected total of 80 gp to an interested buyer. The *Moonsea Cults* book can be sold for 20 gp, or kept (see the Treasure section at the end of the adventure for details). The *scroll of dispel magic* is found on the table with the other books and papers.

6. THE CRATER

If the characters get close to the rim of the crater, read the following. The read-aloud text assumes it is daytime.

A crater over a hundred feet in diameter stretches down nearly twice that distance. The crater's sides are craggy and sharp, with two prominent ledges. One of these ledges, close to the top, is littered with some sort of debris. A cave entrance can be spotted beyond the ledge.

A roughly-hewn stair is carved into the interior of the crater, winding down from the top all the way to the bottom along the circumference of the crater. Another cave mouth can be seen just above the crater's floor.

On the floor of the crater, a stone structure that looks like a hut sits next to a fire pit. There are a few wiry trees present on the crater's floor, and an incomplete circle of standing stones is near the center. The circle is broken by the existence of a silvery pool, which shines with an unearthly glow.

FEATURES OF THE AREA

A Long Drop. It is 200 feet down to the crater's floor.

Crater Walls. The walls of the crater can be climbed. They are treated as difficult terrain, unless there's a weather event such as freezing rain. In those extreme cases, climbing the crater walls requires a successful DC 10 Strength (Athletics) check. Attackers have advantage against characters climbing the wall.

Stair. A narrow stair has been hewn into the side of the crater. The stairs begin at the top, and spiral down the circumference of the crater wall, reaching the bottom 200 feet below where the stair began. The stair was obviously constructed long before Kranun, as it does not match the work of the caves. A character that takes damage on the stair must succeed on a DC 10 Dexterity (Acrobatics) check or risk a fall, requiring a DC 10 Dexterity saving throw to catch themselves.

Ledges. There are two main ledges that jut from the roughly circular crater—one 10 feet from the top (and littered with bones), and the other midway down at 100 feet (and relatively clear). The former serves as the landing for the peryton roost, which is described in area 6a.

Crater Floor. The crater floor is earthier than the terrain at the top, but still strewn with small, sharp stones. A few wiry trees grow here, each stretching its tangle of bare limbs about twenty feet in the air.

Standing Stones. These delicately carved stones near the center of the crater floor were formed directly from

the ground by Kranun. Two of them have been shattered when the meteorite hit, the broken remains still present nearby. Each depicts a scene featuring one or more of the giant deities that embraces their best-known aspects. Skoraesus Stonebones' carving (god of the stone giants) appears to have the most detail and attention given to it, shown leading a cavern filled with stone giants in some sort of ritual.

Visitor's Hut. This smooth stone hut was shaped by Kranun to entertain visitors. It now is the home of Tyranthraxus's hell hound. See area 6b.

Pool of Radiance. A luminescent silvery pool about 15 feet wide fills the impact area of the meteorite that fell a few months ago. This active Pool of Radiance emanates powerful magic, but only those that understand how to manipulate it are able to take advantage of its nature. See "Interacting with the Pool of Radiance," below.

INTERACTING WITH THE POOL OF RADIANCE

The Pool of Radiance serves as a font of raw magical power, an anomaly of the Weave that is linked to the planes beyond. Several pools have formed over the centuries; many of them in the Moonsea region. This one is but the latest.

The pool radiates a silvery luminescence, and registers as strong magic of many shifting schools if a *detect magic* is cast upon it. It can be temporarily rendered inert for 1 minute with a *dispel magic*—it is treated as a 9th-level spell. An *identify* spell simply tells the caster that it is a Pool of Radiance, a powerful anomaly in the Weave that is linked to an unknown plane.

Touching the pool with bare skin or drinking some of the liquid results in a feeling of euphoria for the character. Roll a d20; on a result of 19 or higher, roll on the Power of the Pool table below to see how the character is affected. All effects are considered to be cast at 9th level, with a save DC of 19.

Liquid removed from the pool no longer provides any benefit for touching it, and the luminescence slowly fades away over the course of several days. The magic is only dormant—it can be reactivated by returning it to the pool or through a proper ritual (known only to Tyranthraxus, and possibly some cultists).

Tyranthraxus is currently the only one who understands the nature of this pool, and even he does not know all of its secrets (all of the pools are a bit different). However, he can use the pool as a conduit for his spirit, including liquid taken from the pool. See "Kranun Possessed" for more information.

Harper characters that take a sample of the pool earn **one additional renown point**.

POWER OF THE POOL

d10	Result
1	Creature takes 9d6 radiant damage
2	Creature becomes incorporeal for 1 minute
3	Creature gains telepathy for 1 minute
4	Creature is affected by <i>Nystul's magic aura</i> for one day
5	Creature is affected by <i>freedom of movement</i> for 1 minute
6	Creature can cast <i>dimension door</i> once during the next 1 minute
7	Creature can cast <i>dominate person</i> once during the next 1 minute
8	Creature can use the pool to cast <i>divination</i> once during the next 1 minute
9	Creature is magically healed of all afflictions and wounds
10	Creature is affected by <i>antimagic field</i>

XP AWARD

If the characters learn the true nature of the Pool of Radiance (either through spells or interacting with it) award each character 500 XP.

6A. PERYTON NEST

A ledge is present near the top of the crater. It can be accessed by jumping down from crater's edge (about 10 feet down), by climbing over, or any other means available to the party.

The ledge here is wide enough for a few to stand. There are gnawed-upon bones scattered about, and a cave entrance is present, large enough for a human to easily walk through. Strange smells of rotted meat and musk fill the air near the entrance.

A flock of four **peryttons** dwell in the cave, recently moved in at the behest of Tyranthraxus. They have been ordered to leave the orcs alone, and travel far and wide to fetch victims to their lair. Any items that look valuable (especially books and magic) are given to Tyranthraxus.

The bones on the ledge can be identified as humanoid bones without a check; a successful DC 10 Wisdom (Medicine) check confirms most of them are goblin bones.

Inside, partially-consumed goblin bodies with their hearts eaten away are everywhere; the peryttons grew sick of eating goblin. The place reeks of musk and decay.

This cave does not seem to be naturally made, but certainly does not seem to be fashioned with the same artistry and attention to detail present in most of the other stonework.

TACTICS

The peryttons leave their cave and take flight to attack if they hear movement on the nest or near the cave entrance. In addition, they might investigate an orcish warning horn. They also respond to Tyranthraxus's call if he summons them.

The peryttons attempt to stay airborne during combat. They attack savagely until they die, kill all the intruders, or are ordered to stop by Tyranthraxus.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove two peryttons
- **Weak party:** Remove one peryton
- **Strong party:** Add one peryton
- **Very strong party:** Add two peryttons

TREASURE

Amongst the remains of the goblins is a torn belt pouch. Inside it is a *potion of gaseous form*.

6B. VISTORS' HUT

This hut used to be furnished for Kranun's visitors, but now has been converted to a lair for Tyranthraxus's hell hound.

A stone hut is here, constructed in the same manner as the standing stones, with intricate patterns woven through the surface. The curved walls are smooth, and the entrance is wide enough for two to walk abreast and tall enough for a giant to easily pass through the threshold. A fire pit sits just outside the hut.

A **hell hound**, miserable with a cold, is present inside, curled up on a bed of blackened bones. It does not leave the hut unless called by Tyranthraxus.

Inside, it appears the hut was once nicely appointed, with wooden and stone furnishings sized for medium creatures. However, most of it is now smashed to flinders, burnt, or chewed; the result of the hell hound's romping. There is nothing left of value in here.

TACTICS

If the party enters the hut, the hell hound attacks them. Its energy level is low though, and it does not pursue them outside—it just wants to be left alone. If it is hurt badly, it attempts to make its way across the crater floor to Kranun's chamber (area 5).

KRANUN POSSESSED

Kranun has been possessed by the spirit of Tyranthraxus, a malevolent entity bent on controlling all Faerûn.

TYRANTHRAXUS, THE POSSESSING SPIRIT

Tyranthraxus's true origin is unknown, but he is some sort of malevolent extraplanar entity that has existed for a long time.

Tyranthraxus has had his own cults in Faerûn before, and it was through those cults that he took control of a bronze dragon for several decades, destroying Phlan with an army of savage humanoids. Eventually, he was defeated, only to reappear later, ruling over many evil beings in the overrun Myth Drannor, and learning more secrets from the magical pools that seemed to be his entry into the world. Once again, he was brought low by a group of adventurers aided by Elminster, and was thought slain.

However, the mysterious appearance of a new Pool of Radiance has brought Tyranthraxus back to Faerûn. Remaining in stasis in the pool, he was able to possess the stone giant shaman Kranun when he touched the magical liquid. Instantly, Tyranthraxus gained the knowledge and experience of Kranun, but the stone giant's sheltered life didn't give him enough information on what had transpired in the past 150 years or so.

When the characters first encounter Kranun, read the following.

A stone giant stands before you, impressive in his gray stature, wearing a crimson mantle and a host of talismans. His gaunt features and fluid movements suggest a grace not typical for giantkind. Behind his sunken eyes though, lurks a flash of malevolence.

"You DARE enter the domain of Kranun without permission? Tell me, fleshlings, why should I not crush you to pulp and feed you to my dog?"

A character succeeding on a DC 10 Wisdom (Insight) check can tell that there's something not right with the stone giant. A successful DC 20 Wisdom (Insight) check suggests some form of possession.

ROLEPLAYING TYRANTHRAXUS

Tyranthraxus wants to find a more impressive form to exert his dominance over all of Faerûn; he's looking for another dragon to possess. He is a haughty malevolent being that will stop at nothing to get what he wants, either through guile or force. He craves power and takes comfort in subjugating all other beings, but knows that he has much knowledge to catch up on in the time he's been done, including how to unlock the secrets of this new Pool of Radiance.

TYRANTHRAXUS'S POSSESSION

Tyranthraxus, in his spirit form, can enter any open magical liquid within 100 feet of him as an action (or a reaction if his host body dies). The process is undetectable. Once in a liquid, Tyranthraxus can possess another creature if that creature touches the liquid.

Tyranthraxus does not attempt to possess anyone else present at the crater, including another character.

A creature's mind possessed by Tyranthraxus is dormant. Tyranthraxus has access to all of the creature's memories and abilities while in the body, as well as his own powers.

If Tyranthraxus's possessed body is slain without a magical liquid present for him to inhabit, he may be forced from the plane until he finds another way to re-enter. It is unknown how to permanently slay Tyranthraxus.

If Tyranthraxus leaves Kranun's body without it being slain, Kranun falls unconscious and can be revived after a short rest.

ROLEPLAYING KRANUN

Kranun is a stone giant shaman exiled from his people. He sought a peaceful existence, and has the heretical belief that the sky is real, and creatures of the surface are not, by nature, inferior. He is inquisitive, contemplative, and soft-spoken. He has a longing to be back with his tribe, but knows that judgment has been passed, and he will not see them again.

Kranun has no recollection of anything that happened after he touched the Pool of Radiance. If confronted with the events of the past few months, he sinks into a deep despair, and becomes indifferent to the party. He does not know how to deal with the Pool of Radiance.

DEVELOPMENTS

The party might try to deal with Tyranthraxus. If engaged in conversation, Tyranthraxus seems haughty and unable to treat anyone else as one worthy of respect. He tries to reign in his megalomaniacal tendencies, attempting to maintain his ruse as Kranun, but can be seen through with a successful DC 10 Wisdom (Insight) check.

He starts out hostile to the party, but could be persuaded not to destroy them if they agree to take a sample of the pool to Phlan to present to the green dragon, since he has heard of Vorgansharax and would like nothing more than to possess him (although he does not reveal his intention to the party under any circumstances). That probably won't be acceptable to the characters; at that point, he flies into a rage and attacks them.

At some point during the battle, Tyranthraxus accidentally lets slip his true identity.

“Lesser beings! You are unworthy to behold the power of TYRANTHRAXUS!”

Characters succeeding on a DC 15 Intelligence (History) check recognize this name, and can recall history about the malevolent entity as listed under “Tyranthraxus, the Possessing Spirit.”

TACTICS

Kranun (as Tyranthraxus) activates his *fire aura*, and signals for his **hell hound** from area 6b to aid him in the fight. The hell hound is lazy and sick, so it takes 1d4 rounds to get to the battle.

Kranun attacks with abandon, swinging his greatclub and breaking off bits of the standing stones to use as rocks to throw at the characters. Several of the orcs start mustering in area 5 to join the fight, but Narle orders them to wait.

After two rounds of combat, Kranun signals for the **peryttons** to aid him; two arrive in another 1d4 rounds. If the two peryttons are defeated, **Narle Shieldbiter** and his **worg** rush into battle to attack the characters, climbing down from area 5. The other orcs stay their ground.

If the battle goes badly for Kranun, he uses his *meld into stone* to escape while the others fight on, hoping that they’ll kill the party or drive them off. He tries to escape by any means necessary, but after several days, he’ll return to the Pool of Radiance.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Kranun receives no aid except the hell hound
- **Weak party:** Kranun does not receive aid from the peryttons
- **Strong party:** No adjustment
- **Very strong party:** Add one peryton and an additional 1d6 orcs

DEFEATING TYRANTHRAXUS

If the characters manage to slay the possessed Kranun while the Pool of Radiance is inert (possible with a *dispel magic*), he’s more than 100 feet away from it, or there are no other open magical liquids within 100 feet, then Tyranthraxus’s spirit is gone from this plane for the time being.

If the characters slay Kranun, but the Pool of Radiance is active (or another open magical liquid is present), Tyranthraxus jumps into the liquid, ready to possess another victim someday.

XP AWARD

If the characters discern who Kranun really is, award each character 1,000 XP.

CONCLUSION

When the characters return to Grimshackle Jail, they can fill in Glevith with as much information as they’d like. If the characters stopped the cultists from returning to Phlan with a sample of the Pool of Radiance, then they are successful in their mission, and receive the agreed-upon payment, and an earnest thank you from Glevith. Luksaxa, if captured, is taken to the cells where “she’ll be kept in comfort befitting her reputation.”

If the characters confirm that there is indeed a Pool of Radiance, Glevith says:

“Our green-scaled foe cannot learn of this... I fear the worst if word does get back to him. What a dragon could do with that sort of power is nearly limitless.”

If the characters let Glevith know that Tyranthraxus has once again reared his head in the Moonsea, he remarks:

“The bane of old Phlan returns just in time to challenge the bane of new Phlan? It seems there’s some sort of saying about ‘always darkest’... but I’m pretty sure it doesn’t end well. Looks like we’ll need more than just our ragtag lot to fix this up. Tymora help us.”

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Kranun, possessed by Tyranthraxus	3,900
Stone giant	2,900
luxsaxa Terrorsong, mage	2,300
Wyvern	2,300
Bulette	1,800
Ghost	1,100
Hell hound	700
Dragonwing	450
Guard drake	450
Narle, orog	450
Peryton	450
Saber-toothed tiger	450
Dragonclaw	200
Death dog	100
Giant goat	100
Orc	100
Shadow	100
Worg	100
Parg, goblin	50

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Capturing Ixusaxa	250
Sneaking into the cave complex	200
Deceiving the orcs	250
Questioning Parg	150
Learning the true nature of the pool	500
Learning Kranun is Tyranthraxus	1,000

The **minimum** total award for each character participating in this adventure is **4,500 experience points**.

The **maximum** total award for each character participating in this adventure is **6,000 experience points**.

TREASURE

The characters receive the following treasure, divided up among 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
Payment from Glevith	1,000
Opals from the ghost in the ruined tower	400
Orc loot from area 2	100
Treasure from Narle and his worg	285
Amythesths from Kranun's chambers	1,200
Stone giant carvings from Kranun's chambers	80
<i>Moonsea Cults</i> book	20

MANTLE OF SPELL RESISTANCE

Wondrous item, rare (requires attunement)

This crimson fine linen cloak is edged with cloth-of-gold, and bears a gold clasp. The wearer's ears tingle when a spell targets the wearer, whether or not it takes effect. A description of this item can be found in the *Dungeon Master's Guide*.

MOONSEA CULTS

Thailoss of Tyr wrote a book on various cults in the Moonsea region. The book can be sold for 20 gp, or a character can keep it. If a character keeps the book, and is able to reference it, the character gains advantage on Intelligence checks regarding cults of the Moonsea region.

POTION OF GASEOUS FORM

Potion, rare

This potion's container seems to hold fog that moves and pours like water. A description of this item can be found in the *Dungeon Master's Guide*.

POTION OF GREATER HEALING

Potion, uncommon

This potion's red liquid glimmers when agitated. A description of this item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL: DISPEL MAGIC

Scroll, uncommon

A description of this item can be found in the *Dungeon Master's Guide*, and the spell is found in the *Player's Handbook*.

SPELLBOOK

Ixusaxa's spellbook has the following spells in it that may be scribed into a character's spellbook, using the rules in the *Player's Handbook*.

1st level: *detect magic, mage armor, magic missile, shield*

2nd level: *misty step, suggestion*

3rd level: *counterspell, fireball, fly*

4th level: *ice storm, stoneskin*

5th level: *cone of cold*

PERMANENT MAGIC ITEM DISTRIBUTION

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

- If 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 earn **one renown point** for participating in this adventure.

Harpers characters earn **one additional renown point** for bringing back a sample of the Pool of Radiance.

Order of the Gauntlet characters earn **one additional renown point** for capturing Ixusaxa and bringing her back to face justice.

DOWNTIME

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

DM REWARDS

You receive **400 XP** and **ten downtime days** for running this session.

APPENDIX 1: MONSTER/NPC STATISTICS

BULETTE

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft.,
passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

CYCLOPS

Huge giant, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

Senses passive Perception 8

Languages Giant

Challenge 6 (2,300 XP)

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The cyclops makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

DEATH DOG

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The dog makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

DRAGONCLAW

Medium humanoid (human), neutral evil

Armor Class 14 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Wis +2

Skills Deception +3, Stealth +5

Senses passive Perception 10

Languages Common, Draconic

Challenge 1 (200 XP)

Dragon Fanatic. The dragonclaw has advantage on saving throws against being charmed or frightened. While the dragonclaw can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonclaw ignores the effects of being charmed or frightened.

Fanatic Advantage. Once per turn, if the dragonclaw makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 7 (2d6) damage.

Pack Tactics. The dragonclaw has advantage on an attack roll against a creature if at least one of the dragonclaw's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The dragonclaw attacks twice with its scimitar.

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

DRAGONWING

Medium humanoid (human), neutral evil

Armor Class 14 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Saving Throws Wis +2

Skills Deception +3, Stealth +5

Damage Resistances one of the following: acid, cold, fire, lightning, or poison

Senses passive Perception 10

Languages Common, Draconic

Challenge 2 (450 XP)

Dragon Fanatic. The dragonwing has advantage on saving throws against being charmed or frightened. While the dragonwing can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonwing ignores the effects of being charmed or frightened.

Fanatical Advantage. Once per turn, if the dragonwing makes a weapon attack with advantage on the attack roll and hits, the target takes an extra 7 (2d6) damage.

Limited Flight. The dragonwing can use a bonus action to gain a flying speed of 30 feet until the end of its turn.

Pack Tactics. The dragonwing has advantage on an attack roll against a creature if at least one of the dragonwing's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The dragonwing attacks twice with its scimitar.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) damage of the type to which the cultist has damage resistance.

DRUID

Medium humanoid (any race), any alignment

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)

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.

GIANT GOAT

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

GUARD DRAKE

Medium dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 12

Languages understands Draconic but can't speak it

Challenge 2 (450 XP)

ACTIONS

Multitack. The drake makes two attacks: one with its bite and one with its tail.

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

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

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

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

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

KRANUN, STONE GIANT SHAMAN (POSSESSED BY TYRANTHRAXUS)

Huge giant, lawful evil

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., telepathy 120 ft., passive Perception 14

Languages Abyssal, Celestial, Common, Draconic, Infernal, Giant

Challenge 8 (3,900 XP)

Innate Spellcasting. Kranun's innate spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

At will: *detect thoughts*

1/day: *meld into stone*, *stone shape*

Special Equipment. Kranun wears a *mantle of spell resistance*, which gives him advantage on saving throws against spells.

Stone Camouflage. Kranun has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. Kranun makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Fire Aura. Kranun activates a fiery aura that surrounds him and burns creatures close to him. At the start of each of Kranun's turns, each creature within 5 feet of him takes 7 (2d6) fire damage, and flammable objects in the area that aren't being worn or carried ignite. A creature that touches Kranun or hits it with a melee attack while within 5 feet of him takes 7 (2d6) fire damage. Kranun can end this effect at any time, or it ends when Kranun is unconscious or killed.

REACTIONS

Rock Catching. If a rock or similar object is hurled at Kranun, Kranun can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

IXUSAXA TERRORSONG, MAGE

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Draconic, Elvish, Infernal

Challenge 6 (2,300 XP)

Spellcasting. Ixusaxa is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Ixusaxa has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

NARLE SHIELDBITER, OROG

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)
Hit Points 42 (5d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

Skills Intimidation +5, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc, Worg
Challenge 2 (450 XP)

Aggressive. As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The orog makes two greataxe attacks.
Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.
Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.
Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

PARG, GOBLIN

Small humanoid (goblinoid), chaotic neutral

Armor Class 15 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

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

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.
Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

PERYTON

Medium monstrosity, chaotic evil

Armor Class 13 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	9 (-1)	12 (+1)	10 (+0)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses passive Perception 15

Languages understands Common and Elvish but can't speak

Challenge 2 (450 XP)

Dive Attack. If the peryton is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

Flyby. The peryton doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Sight and Smell. The peryton has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The peryton makes one gore attack and one talon attack.

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

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

SABER-TOOTHED TIGER

Large beast, unaligned

Armor Class 12
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

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

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

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 weapons

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.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2,900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

WORG

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (–2)	11 (+0)	8 (–1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

WYVERN

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (–3)	12 (+1)	6 (–2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

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

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

PLAYER HANDOUT 1: THUG STATISTICS

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

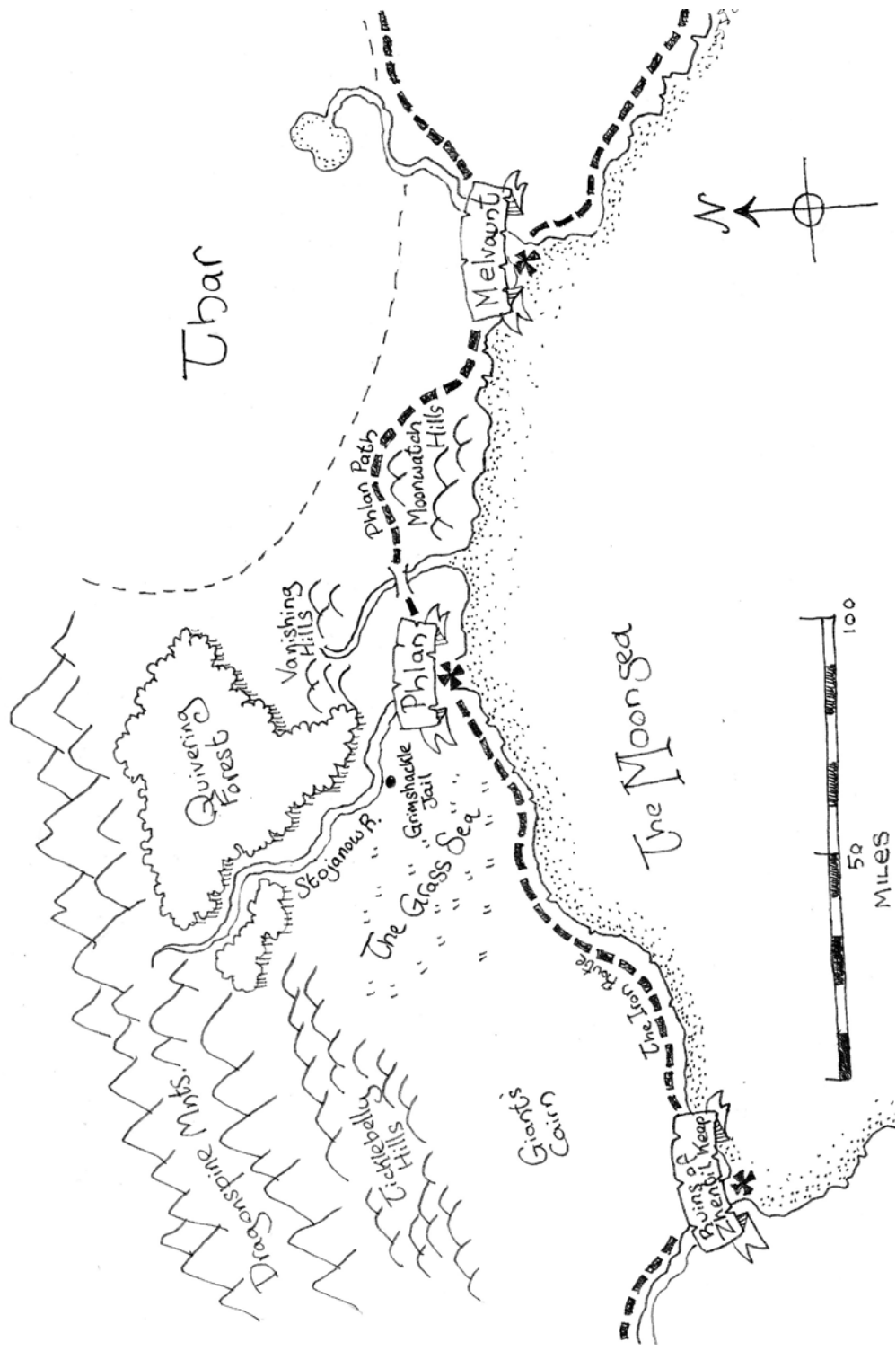
Multiattack. The thug makes two melee attacks.

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature.

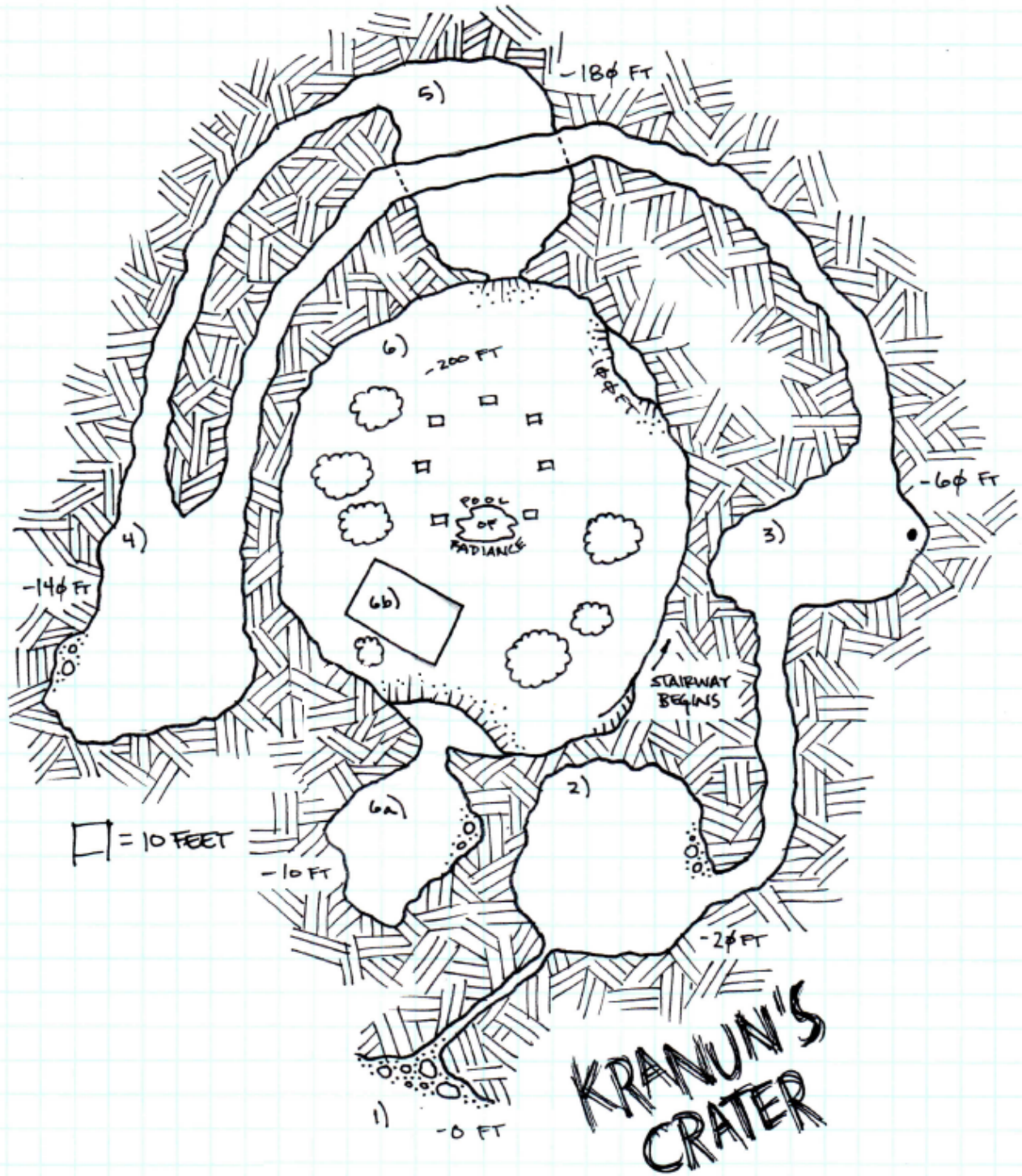
Hit: 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. **Hit:** 5 (1d10) piercing damage.

PLAYER HANDOUT 2: MAP OF THE REGION



MAP 1: KRANUN'S CRATER



RESULTS CODE: FEBRUARY-MARCH 2015

If you are DMing this adventure at during the months of February or March 2015, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

